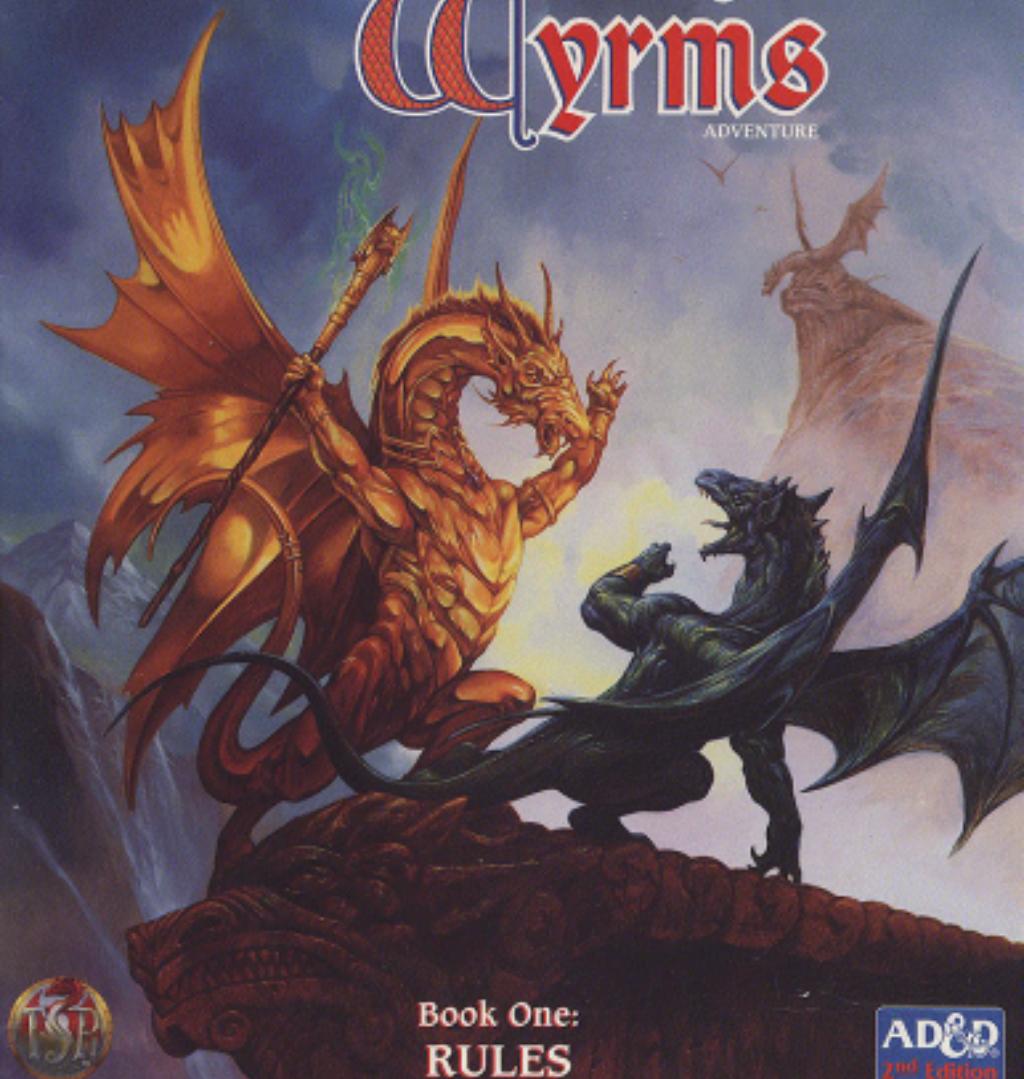


Council of Cyrms

ADVENTURE



Book One:
RULES



AD&D
2nd Edition



Council of Wyrms

Book One: Rules
by
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"I never spoke of it, but they all knew.
I envied them, the dragons."

—Anonymous
kindred

Introduction

Feel the mighty muscles ripple beneath your armored flesh. Hear the wind rush by as each powerful flap of taut, scale-covered wings sends you hurtling forward. Taste the scent of prey as it wafts up from the ground below, rich with fear-soaked sweat. See your quarry through remarkably-keen reptilian eyes that see everything and miss nothing. Touch your tongue to the sharp, daggerlike teeth that fill your crushing jaws as the volatile breath builds inside you. You are a dragon, and all living things shudder at your terrible approach!

The *Council of Wyrms* boxed set provides everything you need to set up a campaign for dragon player characters. Yes, you read right: For the first time ever, AD&D® game dragons are available as player characters! However, the introduction of such powerful PCs into the game setting is not something to be handled lightly. It requires a lot of care and planning, but the material in this box provides the basics for how to deal with PCs of this magnitude.

In this box you'll find three books, three poster-sized map sheets, and 12 reference cards. Everything is designed for the eyes of the Dungeon Master only; though there are portions of the rules book and campaign book that a DM may allow players to read. Here's a brief overview of the components.

Book One: Rules (the one you're currently reading) sets forth all of the game materials needed to create characters and run adventures in the *Council of Wyrms* setting. It is the hook upon which the whole dragon campaign is hung. It should be looked at first as it details the dragon PC creation process (as well as the process for creating half-dragon and demihuman kindred PCs), defines these creatures as player characters, and presents dragon proficiencies suitable for this type of campaign.

Book Two: Campaign provides details on the *Council of Wyrms* setting, lists the important NPCs inhabiting it, and goes into depth about such topics as the culture and nature of dragons. It sets the stage for the world these new player character types wander. From the history of the island chain where dragons rule as lords, to locations of interest such as the Council Aerie, to notes on how to use *Council of Wyrms* on its own or as part of an existing campaign, this book fills in the story elements and helps you tailor the cloak to hang on the hook presented in the rules book.

Book Three: Adventures takes the cloak and the hook and gives you something to do with them. To be more specific, it

provides adventures and adventure ideas to challenge your players' newly created *Council of Wyrms* characters in a fashion best suited to their new talents and abilities. After all, what may seem significant to a human or demihuman PC may seem insignificant to a long-lived dragon PC with a vastly different view of the world and its place in it—and vice versa.

Finally, there are the loose items. The 12 reference cards present important NPCs with their portraits and statistics. There are also blank character sheets for the three types of PCs and important tables for easy reference. The three poster map sheets detail the island chain called Io's Blood Isles, provide a size comparison view of the different dragon types in all their glory, and show the main dragon clans that dominate the island chain. The players should decide, with the DM's help, which clans their dragon PCs belong to, as this will prove significant over the course of campaign play. Even among dragonkind, family connections are very important.

The Characters

Three types of player characters are presented in this boxed set. Each has been designed to operate in the *Council of Wyrms* setting. While it is not recommended that they be transported to another campaign world (with the exception of the half-dragon PC described below), there are suggestions for doing so in *Book Two*. These new character types are: dragon PCs, half-dragon PCs, and *kindred* demihuman PCs.

Dragon player characters are the focus of this boxed set. Everything is geared toward creating a believable and playable setting for these powerful creatures. Only the good and neutral dragons are available for use as player characters. These metallic and gem dragons (along with their chromatic counterparts) are the rulers of the island chain where the Council of Wyrms holds sway. Every dragon PC (and NPC) has some connection, however tenuous, to the Council and its edicts.

Half-dragon PCs are created from the union of polymorphed dragons and their demihuman vassals. These characters are closer to the PCs of other campaigns and are the best suited for transfer into

another AD&D game setting. They slowly begin to manifest dragon powers as they age and gain experience, but they never equal the strength or majesty of a full-blooded wrym.

A kindred is a demihuman who is pledged to—and shares a special bond with—a specific dragon. The relationship is deeper than lord and vassal, as the two are connected by more than just tradition and allegiance. They share a psychic link that allows them to share memories and experiences, to at least a limited degree. In broad terms, what a kindred knows, his dragon lord knows. A bonded demihuman cannot filter the information that passes through this psychic link, though the dragon can determine some of what flows back in the other direction. Thus, a kindred can keep no secrets from its dragon, while a dragon can keep most secrets from its kindred.

In a *Council of Wyrms* campaign, players create either a set of PCs, consisting of a dragon and a kindred, or one half-dragon PC. Each choice has its advantages, disadvantages, challenges, and benefits for adventure and campaign play. For more information, see Chapter One in this book.

The Setting

Council of Wyrms is set on an island chain called Io's Blood Isles. Legends proclaim that Io, the Ninefold Dragon, bled droplets of his own precious, steaming lifeblood into the sea. When the drops of blood cooled, they formed a chain of islands—a paradise ideally suited to the needs and wants of Io's children, the dragons. The full history of the island chain is presented in *Book Two: Campaign*, but a quick summary here sets the stage for the rules material that follows.

The time is the distant past, the world an unnamed sphere much like Toril or Oerth yet subtly different. Only the isles matter, for that is where dragonkind holds sway. The dragons of the isles maintain an uneasy existence with each other, though the stronger wyrms have carved out independent domains to rule over. The Council of Wyrms, with representatives from each of the 15 branches of dragonkind, arbitrates major disagreements to keep minor skirmishes from developing into full-fledged dragon wars. While it is the Council's job to chart diplomatic courses

through even the most turbulent waters of conflict, it also remains ever vigilant for signs of the dread human invaders who once almost destroyed the dragons of the isles. The player characters are born into this setting and must face the dangers and challenges of the isles and the seas around them.

Dragons rule the isles. They are the ultimate creatures, feared and respected because of their size, physical prowess, and magical abilities. They sit atop the food chain, barely acknowledging those beneath them. Still, the tests faced by the children of Io are legion, for no dragon is hatched full grown and at the peak of its power. It must survive long enough to develop its strengths and abilities, to grow large, to gain the experience of passing centuries. For majesty, might and magic, the dragons reign supreme.

Kindred work in cooperation with dragonkind. These demihumans, while not as long-lived as their dragon masters, can at least survive through more than a single dragon life stage. Kindred are not slaves. They freely acknowledge the superiority and majesty of dragonkind, and readily offer their services in exchange for leadership and protection. Just as a medieval vassal swears allegiance to a liege lord, a demihuman bonds with a particular dragon of his or her liege clan. These demihumans handle the tasks their lords cannot or will not do. There are simply times, circumstances and locations where a small, bipedal being is better suited to some tasks than is a massive dragon. Kindred fill a specific and honorable station in draconic society.

Half-dragons strive to rise above the prejudices and limitations of their station. Some find acceptance (or at least a place to dwell) among the more tolerant clans. Others run from hostile clans that hate the half breeds beyond all sense or reason. In most cases, half-dragons are outcasts who wander the isles in search of ways to prove their worth to the dragons they fear, respect, love, and hate.

Getting Started

Dungeon Masters first need to familiarize themselves with the information contained in this book. The rules governing the creation and play of dragon PCs, while built upon the foundation of the AD&D 2nd Edition rules, contain changes and additions to adapt those rules to this setting. Then read through *Book Two: Campaign*. It goes into greater detail about the world inhabited by dragon PCs. Once you feel comfortable with the material contained in these books, find the blank character cards, make copies, and gather your players so they can create PCs. When everyone is ready, look to *Book Three* for adventures designed to challenge the new characters.





"Nothing compares to the power and majesty of dragonkind, and no other dragon compares to the power and majesty of the red dragons."
— Bloodtide the Red

Chapter One: Creating Characters

The Ability Scores

Characters in the *Council of Wyrms* setting, including dragons, have the same six ability scores used by player characters and nonplayer characters in other AD&D games: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. For dragons, these ability scores are applied somewhat differently from the way more traditional characters use them. What follows is a discussion on how dragon PCs use the ability scores. Half-dragon characters and kindred demihumans use ability scores as they are defined in the *Player's Handbook*.

Strength

For dragons, Strength indicates how much weight can be carried or lifted, and how easily doors and other barriers can be forced open. Unlike human, demihuman, and humanoid characters, dragons gain no attack roll or damage bonuses based upon their Strength, as they have a different kind of musculature and do not make use of weapons that can be augmented by Strength. The combat bonuses dragons do receive are determined by other factors, such as size and natural weapons, and are discussed later in this chapter.

While dragons are strong, relatively speaking, they do not have the mass or weight of other creatures their own size. The weight allowance listed on the Strength Table in the *Player's Handbook* is the **maximum weight** a dragon can carry (or be loaded down with) and still be able to fly and move without hindrance. **Maximum press** indicates the heaviest weight a dragon can pick up and lift in its claws or jaws for a brief period of time (such as during a snatch). The definition for **open doors** is extended to include knocking down any kind of stout wooden barrier, such as a wall. Dragons cannot lift **gates** as such, but they can **bend bars** by throwing their bulk against them. Whether they can then fit through whatever portal the gate protects depends on the size of the particular dragon.



A dragon can cause damage to structures built for use by beings of a smaller size category than itself. It cannot use this method against structures built to withstand creatures of their own size (such as dragon structures). When attempting to cause structural damage, a dragon tries to roll its bend bars/lift gates percentage or less on 1d100. The percentage is modified as follows, according to the dragon's size category (based on its body size, not including its tail)—S and M: no modifier; L: +5%; H: +10%; G: +20%. A roll of 100 is always a failure. If the modified roll succeeds, the structure must save vs. a crushing blow (see the *DUNGEON MASTER® Guide*, page 39). A save indicates that the structure received damage but was not destroyed. Successive damage adds a +2 penalty to the save each time. A failed save indicates that the area struck has been destroyed.

Dexterity

A dragon's Dexterity determines how clumsy or agile its front claws are. This ability score does not help or hinder a dragon's **reaction**, **missile attack**, or **defensive adjustments**. The lower a dragon's Dexterity, the more animal-like its claws. Conversely, the higher the Dexterity, the more a dragon's claws can be used as humans use their hands. Dexterity scores below 7 indicate that a dragon has almost no ability for even crude manipulation. Scores ranging from 7 to 13 allow a dragon to employ its claws for simple tasks, such as lifting large pieces of treasure. Any score above 13 lets a dragon perform fine manipulations, within reason. These dexterous specimens can unroll scrolls, use brushes and pens, and open small chests. Even with an 18 Dexterity, a huge dragon would be hard pressed to pick up a single gold piece with its sword-sized claws.

Dragon mages and priests are required to have Dexterity scores of 13 or more.

Constitution

Dragons make **hit point adjustments** based upon their Constitution scores, like other characters. They never use the parenthetical values, however. They do use the **resurrection survival**, but not the **regeneration**, portion of the Constitution Table provided in the *Player's Handbook*. They also use the **system shock** and **poison save**

columns of that table. Poison saving throws work like they do for other character races. System shock has a specific function for dragonkind.

When a dragon uses its polymorph self ability (either the natural ability available to gold, silver and bronze dragons, or a learned spell used by another dragon type), it must make a system shock roll based on its Constitution score. If it is in dragon form and attempts to polymorph into something else, a failed roll indicates that the change did not occur. After a full round has passed, the dragon can try again (if it has not exhausted its polymorph self ability for the day). If it is in another form (such as human or demihuman) and tries to polymorph back into its natural form, a failed roll not only indicates that the change did not occur, it also indicates that the dragon has forgotten its true form! For a number of years equal to how badly the system shock roll was missed, the dragon must remain in its polymorphed form. In this form, it forgets all of its dragon memories and lives as others of that type do. After half of the allotted time has passed, the amnesiac dragon can attempt to remember its true self (see "Intelligence" below). After the years have passed, the dragon can make another system shock roll to polymorph back to its true form. If the roll is failed again, it continues to remain trapped in its polymorphed form. Dragons with the shapechange ability also follow this rule.

For example, a gold dragon has polymorphed herself into the form of an elf. When she decides to return to her natural form, she makes a system shock roll. Based upon her Constitution score of 12, she needs to roll 80% or less on percentage dice to revert back. In this example, the polymorphed dragon rolls a 92. She is trapped in the elf form for 12 years (92-80=12), forgetting her true self for at least six of those years. After 12 years, she can try another system shock roll to change back into a gold dragon.

Once a dragon reaches its mature adult age (7th level), it no longer has to make system shock rolls in conjunction with its polymorph self or shapechange abilities.

Intelligence

As with other types of characters, Intelligence represents a dragon's capability to remember, reason, and learn. A dragon PC uses most of the Intelli-

gence Table from the *Player's Handbook* in the usual fashion: Intelligence determines the **number of languages** a dragon can learn beyond its own native tongue (if it is so inclined and wants to spend its proficiencies in this way) or the number of extra noncombat proficiency slots it receives (dragons get one half of the number indicated, rounded down), the highest **spell level** it can cast, the **chance to learn** a particular spell it comes across (dragon mages only), and the **maximum number of spells per level** a dragon-mage character can know. Dragons ignore the last column of the table, **spell immunity**.

Intelligence has one additional function for dragon PCs. Those characters who have polymorphed into another form and forgotten their true selves (as described in "Constitution" above) can attempt to remember after half of the allotted period of amnesia has passed. To do this, once each year after the halfway point the polymorphed PC can make an Intelligence roll using the "chance to learn spell" column of the Intelligence Table. A successful roll indicates that the dragon PC regains all full memory, though it must finish out its allotted number of years in the polymorphed form.

Wisdom

As with other characters, a dragon's Wisdom encompasses the creature's enlightenment, judgment, guile, will power, common sense, and intuition. As dragons naturally have their own magical defenses, they do not use the **magical defense adjustment** or **spell immunity** portion of the Wisdom Table presented in the *Player's Handbook*. Those dragon PCs created with the new dragonpriest kit do get to use the **bonus spells** and **chance of spell failure** columns.

Charisma

Dragon Charisma, when measured against other dragons, indicates a dragon's persuasiveness, personal magnetism, and ability to lead. It also determines how members of other species will react to a dragon, and can be used to bolster (or lower) the power of **dragon fear**. Dragonkind does not normally work together in quite the same way as humans do. Even those dragons of the Io's Blood Isles tend to cooperate from afar. So, the **maximum number of henchmen** and **loyalty base** columns of the Charisma Table presented in the

Player's Handbook reflect the number of nondragons a particular dragon can coax, frighten, or inspire to serve as loyal retainers (not counting a kindred demihuman). The **reaction adjustment** column determines how much stronger or weaker a particular dragon's aura of fear is due to its natural Charisma. The bonus or penalty is applied to the saving throw vs. petrification of the creature or creatures within the dragon's fear aura.

Rolling Ability Scores

Ability scores are obtained randomly by rolling dice. To determine the ability scores of dragon, half-dragon, and demihuman PCs and NPCs, roll 3d6 once for each ability score. The dice are rolled for each score in order, the totals being recorded as rolled. Then check under the Racial Ability Adjustments Table to see which scores, if any, must be modified due to the particular dragon type (or other race) being played.

If the DM decides to allow players more flexibility when creating characters, any of the character creation methods described in the *DMG* can be used. It is the job of the DM to be familiar with the advantages and disadvantages of each method before deciding on one to use in a campaign.

Player Character Races

The following races are available for use as player characters in the *Council of Wyrrms* setting: Dragons—gold, silver, bronze, copper, brass, amethyst, sapphire, emerald, topaz and crystal; kindred—elf, dwarf, and gnome kindred; half-dragons—gold, silver, and bronze. Information is provided concerning the chromatic dragons, though these creatures cannot be used as player characters.

Each of these 16 PC races and five NPC races are detailed here, with specific rules for using them in this campaign setting. There are also role-playing notes to help players and DMs best run these characters. Using the information provided, players are encouraged to develop the aims, attitudes, and personalities of their characters as they see fit.

Table 1: Racial Ability Requirements

Ability	Gold	Silver	Bronze	Copper	Brass
Strength	9/25	8/24	7/23	6/22	5/21
Dexterity	5/15	4/15	4/16	3/17	3/17
Constitution	6/20	5/19	4/18	3/18	3/18
Intelligence	6/21	5/20	5/20	4/19	4/19
Wisdom	3/18	3/18	3/18	3/18	3/18
Charisma	7/21	6/20	5/19	4/18	4/18

Ability	Amethyst	Sapphire	Emerald	Topaz	Crystal	
Strength	7/23	6/22	5/21	4/20	3/19	
Dexterity	4/15	3/15	5/16	3/17	3/18	
Constitution	5/18	4/18	3/18	3/18	3/18	
Intelligence	6/21	6/21	5/20	5/20	5/20	
Wisdom	3/19	3/19	3/19	3/19	3/19	
Charisma	7/20	4/19	3/17	3/18	6/19	

Ability	Red	Blue	Green	Black	White	
Strength	8/24	7/23	6/22	5/21	4/20	
Dexterity	4/15	3/15	4/16	3/17	3/17	
Constitution	6/20	4/19	3/18	3/18	3/18	
Intelligence	5/20	3/18	3/18	3/17	3/15	
Wisdom	3/18	3/18	3/18	3/17	3/15	
Charisma	7/21	6/20	5/19	5/19	4/18	

Minimum and Maximum Ability Scores

Use the minimum and maximum ability scores in Table 1: Racial Ability Requirements when creating *Council of Wyrm*s characters. If the ability scores rolled using the DM's approved method fall within the requirements of a given race, then the character being created can choose that race. Consult this table before making any racial adjustments to the ability scores.

Racial Ability Adjustments

Now check Table 2: Racial Ability Adjustments to see what adjustments must be made to a character's ability scores due to its race. These adjust-

ments are mandatory and must be applied as described in the *Player's Handbook*. No adjustment can raise a score above a character's racial maximum or lower it below 3. Also note that the Strength score for a dragon PC requires further explanation (see "Starting Dragons and Strength Scores" below).

Class Restrictions and Level Limits

In *Council of Wyrm*s, as in other AD&D game settings, there are restrictions to the classes available to a particular character and to the level to which that character can advance, based on the character's race. See Table 3: Racial Class and Level Limits for complete details.

Dragon PCs cannot advance beyond their level limit, no matter how high their prime requisite scores may be. Kindred demihumans and half-dragons can exceed the level limits if they have high prime requisite scores (as presented in the *DMG*). What class or kit they belong to does not matter.

Starting Dragons and Strength Scores

All dragon PCs start play as hatchlings. The Strength score rolled for the character and then modified by the racial ability adjustments signifies the dragon PC's Strength when he reaches the mature adult stage. To determine his Strength as a hatchling, reduce the score by 6.

For example, Ausperrane the gold dragon rolls 3d6 to determine his Strength score. The result is

11. Checking the racial ability adjustments, the score is modified to 18 ($11+7=18$). When Ausperrane reaches his mature adult stage, he will have a Strength score of 18. As a hatchling, however, his score is reduced to 12 ($18-6=12$).

Each time a dragon achieves a new age category (see "Dragonkind"), it increases its Strength score by 1, up to its racial maximum. After reaching the racial maximum, a dragon stops growing stronger. Ausperrane, for instance, will increase to 13 at very young, 14 at young, 15 at juvenile, and so on.

Languages

The vast islands of the Io's Blood chain serve as home to 15 distinct types of dragonkind, as well as countless numbers of half-dragons, demihumans,

Table 2: Racial Ability Adjustments

Race	Adjustments
<i>Dragons</i>	
Gold	+7 Strength, -3 Dexterity, +2 Constitution, +3 Intelligence, +3 Charisma
Silver	+6 Strength, -3 Dexterity, +1 Constitution, +2 Intelligence, +2 Charisma
Bronze	+5 Strength, -2 Dexterity, +2 Intelligence, +1 Charisma
Copper	+4 Strength, -1 Dexterity, +1 Intelligence
Brass	+3 Strength, -1 Dexterity, +1 Intelligence
Amethyst	+5 Strength, -3 Dexterity, +3 Intelligence, +1 Wisdom, +2 Charisma
Sapphire	+4 Strength, -3 Dexterity, +3 Intelligence, +1 Wisdom, +1 Charisma
Emerald	+3 Strength, -2 Dexterity, +2 Intelligence, +1 Wisdom, -1 Charisma
Topaz	+2 Strength, -1 Dexterity, +2 Intelligence, +1 Wisdom
Crystal	+1 Strength, +2 Intelligence, +1 Wisdom, +1 Charisma
Red	+6 Strength, -3 Dexterity, +2 Constitution, +2 Intelligence, +3 Charisma
Blue	+5 Strength, -3 Dexterity, +1 Constitution, +1 Charisma
Green	+4 Strength, -2 Dexterity, +1 Charisma
Black	+3 Strength, -1 Dexterity, -1 Intelligence, -1 Wisdom, +1 Charisma
White	+2 Strength, -1 Dexterity, -3 Intelligence, -3 Wisdom
<i>Kindred</i>	
Dwarf	+1 Constitution, -1 Charisma
Elf	+1 Dexterity, -1 Constitution
Gnome	+1 Intelligence, -1 Wisdom
<i>Half-Dragons</i>	
Half-Gold	+2 Strength, -2 Wisdom, +1 Charisma
Half-Silver	+1 Strength, +1 Constitution, -1 Intelligence
Half-Bronze	+1 Strength, +1 Dexterity, +1 Wisdom

Table 3: Racial Class and Level Limits

Race	Dragon*	Cleric	Fighter	Illus.	Mage	Ranger	Thief	Psionicist
<i>Dragons</i>								
Gold	12	12†	—	—	12†	—	—	—
Silver	12	12†	—	—	12†	—	—	—
Bronze	12	12†	—	—	12†	—	—	—
Copper	12	12†	—	—	12†	—	—	—
Brass	12	12†	—	—	12†	—	—	—
Amethyst	12	12†	—	—	12†	—	—	12†
Sapphire	12	12†	—	—	12†	—	—	12†
Emerald	12	12†	—	—	12†	—	—	12†
Topaz	12	12†	—	—	12†	—	—	12†
Crystal	12	12†	—	—	12†	—	—	12†
Red**	12	12†	—	—	12†	—	—	—
Blue**	12	12†	—	—	12†	—	—	—
Green**	12	12†	—	—	12†	—	—	—
Black**	12	—	—	—	12†	—	—	—
White**	12	—	—	—	12†	—	—	—
<i>Kindred***</i>								
Dwarf	—	10	15	—	—	—	12	8
Elf	—	12	12	—	15	15	12	7
Gnome	—	9	11	15	—	—	13	9
<i>Half-Dragons</i>								
Half-Gold	—	10	11	—	14	10	9	—
Half-Silver	—	14	10	—	11	12	14	—
Half-Bronze	—	9	14	9	8	14	11	—

* Uses the dragon PC kit included in this product.

** Cannot be used as PCs.

*** Can be multiclassed as per the rules in the *Player's Handbook*.

† Uses the dragon-priest, dragon-mage, and dragon-psionicist PC kits included in this product.

monster races, and even a scattering of humans. Each intelligent race has its own unique language, though the prevalent tongues include chromatic dragon (spoken by the evil dragons), gem dragon (spoken by the neutral dragons), and metallic dragon (spoken by the good dragons). There is also a common speech, called High Draconic, which dates back to the most ancient times and is now used in the Council Aerie and to communicate between dragon families.

Dragons and other player character types must select languages using the proficiency system detailed in the AD&D game and modified in this product (see Chapter Two of this book). Dragon PCs automatically receive their family tongue upon hatching, and do not need to expend proficiency slots for it. For example, a bronze dragon PC

receives a language, metallic dragon, free when it is created. *Council of Wyrms* makes extensive use of the proficiency rules, so for characters created herein proficiencies are not optional.

The Races of Jo's Blood Isles

All manner of creatures inhabit the islands of Io's Blood, and many of these are listed in *Book Two: Campaign*. Here we will deal with the major intelligent races—namely the races available as player characters (metallic dragons, gem dragons, kindred, and half-dragons), and the most important NPCs (the chromatic dragons).

Dragonkind

The dragons inhabiting the Io's Blood Isles include the metallic, gem, and chromatic dragons. Brief descriptions of these creatures as they exist in this far away, long ago place follow.

Gold Dragons

The gold dragons of the Io's Blood Isles are wise, judicious, and benevolent. They consider themselves the self-appointed promoters of goodness, often taking on quests that they pursue with single-minded fanaticism.

At birth, these dragons have scales of dark yellow dotted with golden metallic flecks. These flecks increase in size as a dragon ages, turning its scales completely gold by the time it reaches adult age.

They embody the concept of lawful good, passionately hating injustice in all its forms. Gold dragons prefer to make their lairs out of solid stone, using either natural caves or specially constructed homes built by their demihuman vassals. Even those who inhabit the many natural caverns dotting the isles often have the interiors modified to suit their own tastes.

Gold dragons can eat almost anything, but they look upon pearls and small gems as great delicacies. It is customary to bring these materials as gifts when visiting a gold dragon lord.

While powerful, gold dragons are slow to anger

and do their best to refrain from using violence. These honorable beings prefer to settle disputes and other problems through discussion and reason. However, in the cause of justice or when no other alternative presents itself, gold dragons become fierce warriors for what is right and just.

For information on a gold dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Silver Dragons

The silver dragons inhabit the subtropical islands in the southern portion of the Io's Blood chain. As a species, these dragons are kind and helpful. They cheerfully offer assistance to goodly creatures in genuine need.

A hatching fresh from the egg has blue-gray scales with hints of silver highlights. As it matures, the color slowly changes to gleaming silver. Once it reaches adulthood, a silver dragon's scales have become so fine as to be almost invisible, giving it the appearance of being sculpted from pure metal.

Of all dragonkind, the silver dragons have the closest relationship with their kindred and vassals. They eat the same food, they spend long periods of time in the same form, and often take demihuman mates. This explains the more prominent number of silver half-dragons than any other type.

(continued on page 21)

Table 4: Dragon Information by Age (General)

Level	Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1	Hatching	0-5	-6	+1	Nil	Nil
2	Very young	6-15	-4	+2	Nil	Nil
3	Young	16-25	-2	+3	Nil	Nil
4	Juvenile	26-50	Nil	+4	Nil	Nil
5	Young adult	51-100	+1	+5	15 yards	+3 (+7)
6	Adult	101-200	+2	+6	20 yards	+2 (+6)
7	Mature adult	201-400	+3	+7	25 yards	+1 (+5)
8	Old	401-600	+4	+8	30 yards	0 (+4)
9	Very old	601-800	+5	+9	35 yards	-1 (+3)
10	Venerable	801-1,000	+6	+10	40 yards	-2 (+2)
11	Wyrm	1,001-1,200	+7	+11	45 yards	-3 (+1)
12	Great Wyrm	1,200+	+8	+12	50 yards	-4 (0)

(Parenthetical values in the Fear Save Modifier column apply to gem dragons only.)

Table 5: Dragon Information by Age (Type Specific)

Gold Dragon, lawful good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	7-19	6-16	-1	2d12+1	Nil	Nil
2	19-31	16-28	-2	4d12+2	Nil	Nil
3	31-43	28-38	-3	6d12+3	Nil	Nil
4	43-55	38-50	-4	8d12+4	1	Nil
5	55-67	50-60	-5	10d12+5	2	35%
6	67-80	60-70	-6	12d12+6	2 2	40%
7	80-93	70-84	-7	14d12+7	2 2 2	45%
8	93-106	84-95	-8	16d12+8	2 2 2 2/1	50%
9	106-120	95-108	-9	18d12+9	2 2 2 2 2/2	55%
10	120-134	108-120	-10	20d12+10	2 2 2 2 2 2/2 2	60%
11	134-148	121-133	-11	22d12+11	2 2 2 2 2 2 2/2 2 2	65%
12	148-162	133-146	-12	24d12+12	2 2 2 2 2 2 2 1/2 2 2 2	70%

Silver Dragon, lawful good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	8-18	3-6	0	2d10+1	Nil	Nil
2	18-30	6-12	-1	4d10+2	Nil	Nil
3	30-42	12-16	-2	6d10+3	Nil	Nil
4	42-52	16-21	-3	8d10+4	2	Nil
5	52-63	21-27	-4	10d10+5	2 2	25%
6	63-74	27-32	-5	12d10+6	2 2 1	30%
7	74-85	32-37	-6	14d10+7	2 2 2	35%
8	85-96	37-43	-7	16d10+8	2 2 2 1/2	40%
9	96-108	43-48	-8	18d10+9	2 2 2 2/2 2	45%
10	108-120	48-54	-9	20d10+10	2 2 2 2 1/2 2 1	50%
11	120-134	54-60	-10	22d10+11	2 2 2 2 2 2/2 2	55%
12	134-148	60-67	-11	24d10+12	2 2 2 2 2 1/2 2 2 1	60%

Bronze Dragon, lawful good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	5-14	3-10	1	2d8+1	Nil	Nil
2	14-23	10-19	0	4d8+2	Nil	Nil
3	23-32	19-28	-1	6d8+3	Nil	Nil
4	32-42	28-37	-2	8d8+4	1	Nil
5	42-52	37-44	-3	10d8+5	1 1	20%
6	52-63	44-52	-4	12d8+6	2 1	25%
7	63-74	52-60	-5	14d8+7	2 2	30%
8	74-85	60-70	-6	16d8+8	2 2 1/1	35%
9	85-96	70-80	-7	18d8+9	2 2 2 1/1	40%
10	96-108	80-90	-8	20d8+10	2 2 2 1/2 1	45%
11	108-120	90-100	-9	22d8+11	2 2 2 2 2/2	50%
12	120-134	100-110	-10	24d8+12	2 2 2 2 1/2 2 1	55%

Table 5 (con't.)

Copper Dragon, chaotic good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	3-8	2-6	2	2d6+1	Nil	Nil
2	8-16	6-12	1	4d6+2	Nil	Nil
3	16-27	12-20	0	6d6+3	Nil	Nil
4	27-38	20-30	-1	8d6+4	1	Nil
5	38-50	30-40	-2	10d6+5	2	10%
6	50-59	40-50	-3	12d6+6	3	15%
7	59-73	50-60	-4	14d6+7	3 1	20%
8	73-86	60-70	-5	16d6+8	3 2/1	25%
9	86-100	70-80	-6	18d6+9	3 3/2	30%
10	100-114	80-90	-7	20d6+10	3 3 1/3	35%
11	114-130	90-100	-8	22d6+11	3 3 2/3 2	40%
12	130-147	100-110	-9	24d6+12	3 3 2 1/3 3	45%

Brass Dragon, chaotic good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	3-6	2-5	3	2d4+1	Nil	Nil
2	6-14	5-12	2	4d4+2	Nil	Nil
3	14-22	12-18	1	6d4+3	Nil	Nil
4	22-31	18-24	0	8d4+4	1	Nil
5	31-41	24-34	-1	10d4+5	2	10%
6	41-52	34-44	-2	12d4+6	3	15%
7	52-64	44-54	-3	14d4+7	3 1	20%
8	64-77	54-64	-4	16d4+8	3 2/1	25%
9	77-91	64-74	-5	18d4+9	3 3/2	30%
10	91-105	74-84	-6	20d4+10	3 3 1/3	35%
11	105-121	84-94	-7	22d4+11	3 3 2/3 2	40%
12	121-138	94-104	-8	24d4+12	3 3 2 1/3 3	45%

Amethyst Dragon, neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	2-10	4-10	-1	2d8+1	Nil	Nil
2	10-18	10-16	-2	4d8+2	Nil	Nil
3	18-28	16-26	-3	6d8+3	Nil	Nil
4	28-38	26-36	-4	8d8+4	Nil/1	Nil
5	38-53	36-46	-5	10d8+5	1/1	25%
6	53-68	46-56	-6	12d8+6	1/2 1	30%
7	68-80	56-66	-7	14d8+7	1 1/2 1 1	35%
8	80-92	66-76	-8	16d8+8	2 1/2 2 1 1	40%
9	92-102	76-82	-9	18d8+9	2 1 1/2 2 2 1 1	45%
10	102-112	82-88	-10	20d8+10	2 2 1 1/2 2 2 2 1 1	50%
11	112-122	88-94	-11	22d8+11	2 2 2 2 1/2 2 2 2 2 1	55%
12	122-132	94-100	-12	24d8+12	2 2 2 2 2 2/2 2 2 2 2 2	60%

Table 5 (con't.)

Sapphire Dragon, lawful neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	4-10	2-5	0	2d6+1	Nil	Nil
2	10-20	5-10	-1	4d6+2	Nil	Nil
3	20-30	10-15	-2	6d6+3	Nil	Nil
4	30-40	15-20	-3	8d6+4	Nil/1	Nil
5	40-50	20-25	-4	10d6+5	1/1	20%
6	50-60	25-30	-5	12d6+6	1/1 1	25%
7	60-70	30-35	-6	14d6+7	1 1/1 1	30%
8	70-80	35-40	-7	16d6+8	2 1/2 1	35%
9	80-90	40-45	-8	18d6+9	2 1 1/2 1 1	40%
10	90-100	45-50	-9	20d6+10	2 2 1/2 2 1 1	45%
11	100-110	50-55	-10	22d6+11	2 2 1 1/2 2 2 1 1	50%
12	110-130	55-65	-11	24d6+12	2 2 2 1/2 2 2 2 2	55%

Emerald Dragon, lawful neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	3-9	2-7	1	2d4+1	Nil	Nil
2	9-18	7-14	0	4d4+2	Nil	Nil
3	18-27	14-21	-1	6d4+3	Nil	Nil
4	27-36	21-28	-2	8d4+4	1	Nil
5	36-45	28-35	-3	10d4+5	1/1	15%
6	45-54	35-42	-4	12d4+6	1 1/1	20%
7	54-63	42-49	-5	14d4+7	1 1/1 1	25%
8	63-72	49-56	-6	16d4+8	1 1 1/2 1	30%
9	72-81	56-63	-7	18d4+9	2 1 1/2 1 1	35%
10	81-90	63-70	-8	20d4+10	2 2 1/2 2 1	40%
11	90-99	70-77	-9	22d4+11	2 2 1 1/2 2 1 1	45%
12	99-108	77-84	-10	24d4+12	2 2 1 1 1/2 2 2 1	50%

Topaz Dragon, chaotic neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	2-9	2-5	2	1d6+1	Nil	Nil
2	9-16	5-9	1	2d6+2	Nil	Nil
3	16-23	9-13	0	3d6+3	Nil	Nil
4	23-35	13-17	-1	4d6+4	Nil/1	Nil
5	35-44	17-23	-2	5d6+5	1/1	10%
6	44-53	23-29	-3	6d6+6	1/1 1	15%
7	53-59	29-33	-4	7d6+7	1/2 1	20%
8	59-65	33-37	-5	8d6+8	1 1/2 1 1	25%
9	65-70	37-41	-6	9d6+9	1 1 1/2 2 1	30%
10	70-75	41-45	-7	10d6+10	2 1 1/2 2 1 1	35%
11	75-80	45-48	-8	11d6+11	2 2 1/2 2 2 1	40%
12	80-92	48-50	-9	12d6+12	2 2 1 1/2 2 2 2	45%

Table 5 (con't.).

Crystal Dragon, chaotic neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	1-4	1-6	3	1d4+1	Nil	Nil
2	4-9	6-11	2	2d4+2	Nil	Nil
3	9-14	11-16	1	3d4+3	Nil	Nil
4	14-21	16-23	0	4d4+4	Nil/1	Nil
5	21-28	23-30	-1	5d4+5	1/1	5%
6	28-38	30-40	-2	6d4+6	1/1 1 1	10%
7	38-48	40-50	-3	7d4+7	1/1 1 1 1	15%
8	48-56	50-60	-4	8d4+8	1 1/1 1 1	20%
9	56-64	60-70	-5	9d4+9	1 1 1/2 1 1	25%
10	64-72	70-77	-6	10d4+10	1 1 1/2 2 1 1	30%
11	72-80	77-84	-7	11d4+11	2 1 1/2 2 2 1	35%
12	80-92	84-91	-8	12d4+12	2 2 1/2 2 2 2	40%

Red Dragon, chaotic evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	1-12	3-12	0	2d10+1	Nil	Nil
2	12-23	12-21	-1	4d10+2	Nil	Nil
3	23-42	21-30	-2	6d10+3	Nil	Nil
4	42-61	30-49	-3	8d10+4	1	Nil
5	61-80	49-68	-4	10d10+5	2	30%
6	80-99	68-87	-5	12d10+6	2 1	35%
7	99-118	87-106	-6	14d10+7	2 2	40%
8	118-137	106-125	-7	16d10+8	2 2 1	45%
9	137-156	125-144	-8	18d10+9	2 2 2	50%
10	156-165	144-153	-9	20d10+10	2 2 2 1/1	55%
11	165-174	153-162	-10	22d10+11	2 2 2 2/2	60%
12	174-183	162-171	-11	24d10+12	2 2 2 2 1/2 1	65%

Blue Dragon, lawful evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	3-9	2-7	3	2d8+1	Nil	Nil
2	9-20	7-16	2	4d8+2	Nil	Nil
3	20-31	16-25	1	6d8+3	Nil	Nil
4	31-50	25-34	0	8d8+4	1	Nil
5	50-69	34-43	-1	10d8+5	2	20%
6	69-88	43-52	-2	12d8+6	3	25%
7	88-97	52-61	-3	14d8+7	3 1	30%
8	97-106	61-70	-4	16d8+8	3 2	35%
9	106-115	70-79	-5	18d8+9	3 3	40%
10	115-124	79-80	-6	20d8+10	3 3 1/1	45%
11	124-133	80-89	-7	22d8+11	3 3 2/2	50%
12	133-142	89-98	-8	24d8+12	3 3 3/3	55%

Table 5 (con't.)

Green Dragon, lawful evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	2-7	2-5	3	2d6+1	Nil	Nil
2	7-16	5-15	2	4d6+2	Nil	Nil
3	16-35	15-31	1	6d6+3	Nil	Nil
4	35-44	31-40	0	8d6+4	1	Nil
5	44-53	40-48	-1	10d6+5	2	15%
6	53-62	48-56	-2	12d6+6	3	20%
7	62-71	56-64	-3	14d6+7	4	25%
8	71-80	64-72	-4	16d6+8	4 1	30%
9	80-89	72-80	-5	18d6+9	4 2	35%
10	89-98	80-86	-6	20d6+10	4 3	40%
11	98-107	86-96	-7	22d6+11	4 4	45%
12	107-116	96-104	-8	24d6+12	5 4	50%

Black Dragon, chaotic evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	3-6	2-5	4	2d4+1	Nil	Nil
2	6-15	5-12	3	4d4+2	Nil	Nil
3	15-24	12-19	2	6d4+3	Nil	Nil
4	24-33	19-27	1	8d4+4	1	Nil
5	33-42	27-35	0	10d4+5	2	10%
6	42-51	35-43	-1	12d4+6	3	15%
7	51-60	43-50	-2	14d4+7	4	20%
8	60-69	50-57	-3	16d4+8	5	25%
9	69-78	57-64	-4	18d4+9	6	30%
10	78-87	64-73	-5	20d4+10	7	35%
11	87-96	73-80	-6	22d4+11	8	40%
12	96-105	80-87	-7	24d4+12	9	45%

White Dragon, chaotic evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spells (W/P)	MR
1	1-5	1-4	4	1d6+1	Nil	Nil
2	5-14	4-12	3	2d6+2	Nil	Nil
3	14-23	12-21	2	3d6+3	Nil	Nil
4	23-32	21-28	1	4d6+4	Nil	Nil
5	32-41	28-36	0	5d6+5	Nil	5%
6	41-50	36-45	-1	6d6+6	1	10%
7	50-59	45-54	-2	7d6+7	1	15%
8	59-68	54-62	-3	8d6+8	2	20%
9	68-77	62-70	-4	9d6+9	2	25%
10	77-86	70-78	-5	10d6+10	3	30%
11	86-95	78-85	-6	11d6+11	3	35%
12	95-104	85-94	-7	12d6+12	4	40%



Silver dragons establish their lairs atop the mountain peaks of Io's Blood's southern isles, which touch the silver-lined clouds hanging perpetually above them. They share these aeries with their vassals, but constantly guard against incursions by their troublesome neighbors, the red dragons.

The silver-scaled dragons are not a violent species. They prefer to avoid combat whenever possible, resorting to actual battle only when confronted by powerful evil or highly aggressive foes. Even so, they will attempt to subdue and repel before they raise claw or gather breath for the kill.

For information on a silver dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Bronze Dragons

The inquisitive bronze dragons of Io's Blood Isles live along the shores of the southern islands. The Bronze Cliffs house many lairs, with open portals looking out upon the churning sea high up the stone face, and entrances located deep below the surface of the water. No matter their age, bronze dragons tend to be the most cheerful and good-natured of dragonkind. They love the simple challenges of riddles and harmless contests, and often number master riddlers among their demihuman vassals. They are fascinated by warfare in all its forms, eagerly looking for just causes to champion with their armies of dragons and demihumans.

Bronze hatchlings have yellow scales tinged with green. Only a hint of bronze shines upon these overlapping plates. This color deepens as the dragon ages, slowly turning to a rich bronze tone that darkens as the centuries pass.

Like silver dragons, bronze dragons have a fondness for their demihuman vassals. While they often form friendships with these lesser creatures, they never take them into their homes with the same kind of unequivocal acceptance as their silver cousins. They have a deep and abiding love for the sea and its good creatures, while they enjoy feasting on aquatic plants and sharks. Vassals visiting the lair of a bronze dragon lord bring presents to show their loyalty and respect. Dragon lords especially appreciate gifts of pearls, which they consider to be delicacies.

These massive creatures approach combat with a swashbuckling, devil-may-care attitude. They

see battle as a game, and rarely take even a genuine threat seriously. Even with this good-humored attitude, they dislike killing under most circumstances, preferring to drove their foes away to learn their lessons. However, they have no patience for those who would steal from them, and they detest evil sea creatures, which they actively seek out and destroy.

For information on a bronze dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Copper Dragons

The copper dragons of the Io's Blood Isles control the rocky hills and badlands of the southern islands. These incorrigible pranksters love to tell jokes and riddles. Proud and selfish to the point of being greedy, copper dragons hate to lose—no matter what contest they may be playing.

Hatchlings have ruddy brown scales with copper tints, which become more coppery as they get older. By young adulthood, the scales have developed a soft, warm, copper gloss.

Copper dragons thoroughly enjoy a good hunt. To them, the sport is at least as important as the food it yields, and usually more so. The most influential and powerful copper clans can often be seen engaging in massive, organized hunts that range across the hills and into the rocky uplands. When hunting, they prefer large, poisonous prey such as giant scorpions, which they can eat without fear of harmful effects. Injected venoms, however, affect them as they do other creatures.

Copper dragons construct twisting mazes within their lairs. These serve partially as defenses against intruders, though the aesthetic value of particularly puzzling mazes fits their personalities and tastes well. The mazes are open on top, allowing the dragons to fly into or out of them at will.

They appreciate wit, welcoming visitors who can tell them new jokes, humorous stories, or clever riddles. In contrast, they do not appreciate those who fail to laugh at their own jokes. They have no patience for creatures who do not have the good humor to accept their tricks and pranks with smiles. (Red dragons usually fall into this category.) If they must engage in combat, copper dragons enjoy taunting and annoying their oppo-



nents. They keep at it until their foes give up or become so angry as to act recklessly.

For information on a copper dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Brass Dragons

The deserts of the central islands are home to Io's Blood's brass dragons. These predominantly social dragons love to talk. A brass dragon can be counted on to have an opinion about everything, and is always more than happy to share that opinion freely.

Hatchlings have dull, brassy, mottled brown scales which, with age, become warm and burnished in appearance.

As social creatures, brass dragons get along with most of their neighbors. They especially love to engage visitors in conversation, preferably in a warm, sunny place. Brass dragon lords can often be found basking on a rock, deep in discussion with guests and high-ranking vassals. This passion for conversation is so strong that brass dragons become highly insulted if an intelligent creature passes through their territory without stopping to trade gossip, pass along news, or just talk.

Though brass dragons can eat almost anything, they are not big eaters. Most prefer to get their nourishment from the morning dew, which is a rare delicacy in their arid terrain. If possible, brass dragons would rather talk than fight, though they do consider the blue dragon clans to be their worst enemies.

For information on a brass dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Amethyst Dragons

The most powerful of the neutral gem dragons, amethyst dragons are honorable, regal creatures. They inhabit the mountains of the northern islands, living on the shores of isolated lakes and pools. At birth, these dragons have lavender skin with fine, translucent-purple scales. These scales darken as the creatures grow older, eventually reaching a sparkling lavender color.

These creatures approach life with a detached air, ignoring the conflicts of good and evil, law and chaos. At best, they see these conflicts as

petty squabbles over inconsequential points of view, and not worthy of their time or consideration. These majestic dragons consider themselves to be the leaders of the gem dragons, and most of the lesser gem dragons acquiesce to this leadership—in everyday life and in the Council Aerie.

While amethyst dragons consider their silver and copper cousins to be foolish and have an active dislike of red and white dragons, they do not consider any life form to be their inherent enemies. They prefer to reason out settlement through discussion and negotiation rather than through combat, but they can and will fight if they must. Being honorable and noble, these dragons never hide or attempt to ambush foes. To them, even retreating is a dishonorable action, but they will flee if faced with certain death.

Amethyst dragons eat large quantities of fish and gems. They keep vassals to attend to their needs, though they do not place as many restrictions or requirements on them as other dragon lords do. Most keep at least one hidden, underwater cave for seclusion and secrecy.

For information on an amethyst dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Sapphire Dragons

The sapphire dragons of the Io's Blood Isles control subterranean domains beneath two of the larger southern islands. While most of the territory above their realms belongs to emerald dragons, they keep a small portion of the surface area as their own as well as the extensive caverns beneath the tropical jungles.

From birth, sapphire dragons are beautiful, with scales ranging from light to dark blue in color, which sparkle in the light. Because of their coloration, they are sometimes mistaken for blue dragons.

Of all dragonkind, perhaps the sapphire dragon clans are the most militaristic. They fervently protect their territory from outsiders, going so far as to distrust anyone who even gets close to their borders. They work to keep their vassals in peak fighting condition, maintaining some of the best-trained armies in the isles. As most of the territory that interests the sapphire



clans is below ground, they rarely come into conflict with the other dragon clans unless they attempt to take caverns currently in use. Only the black dragons compete with them for the tropical underground, and even they are wary of going into direct conflict with the armies of the sapphire clans.

Most of the demihuman vassals serving the sapphire dragons are either dwarves or gnomes, as these races have no problems living and working beneath the ground. Also, elves are too much like drow, whom these dragons consider to be one of their natural enemies. Dwarven vassals are treated little better than slaves, as the two species were once at war, and they are almost never granted the kindred bond. This honor is usually reserved for gnomes only.

Giant spiders make up most of a sapphire dragon's diet, and great hunts are conducted through the subterranean tunnels to find these delicacies. When a dragon lord is feeling particularly lazy, it will send its dwarven vassals into the tunnels in search of the spiders. Of course, they must capture the spiders alive.

While militaristic and warlike, the sapphire dragons are not quick to attack. They prefer to observe intruders (all visitors are intruders) so that they can plan how to deal with them. If drow or dwarves from another clan approach, they are immediately attacked. Others can often at least make some gesture of friendship or parlay before being told to leave.

For information on a sapphire dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Emerald Dragons

Emerald dragons live among the tropical islands in the lo's Blood chain's southern waters. They are a curious species, taken to keeping track of history, lore and customs. They tend to be very reclusive, suspicious that others covet their treasure hoards and territory.

Hatchlings have translucent green scales, which harden and take on many shades of green as they age. These scales scintillate in the light, giving an emerald dragon's hide the appearance of being in constant motion.

A desire for privacy runs through the emerald

clans, going so far as to determine where the dragon lords and their spawn establish lairs. In the southern islands, emerald dragons build their domains around the inactive volcano range that stretches across the tropical isles. Only their most trusted vassals are permitted to serve them within the main lairs. The others tend to duties throughout the rest of the domain.

The primary lairs consist of traps and alarms designed to warn of visitors and other threats. Emerald dragons prefer to quietly observe intruders and rarely emerge from hiding. If parlay is called for, they send their kindred or chief vassals to handle such duties while they watch, hidden, from cover. When forced into combat, emerald dragons prefer to attack by ambush, using stealth and surprise attacks to quickly disable their enemies. If the threat proves to be too great to handle, an emerald dragon will not hesitate to retreat. However, it will plan its revenge, and its patience can last for centuries if need be.

Emerald dragons have no compunctions about what they eat. They do prefer lizards and giants, but they will eat anything in a pinch. Of all the other types of dragonkind, emerald dragons get along best with the sapphire dragons, often controlling parallel domains (emerald dragons taking the surface, sapphire dragons the subterranean areas below). They fear the red dragon clans because of their well-known greed, and they are usually in open conflict with the fire giants from beyond the Burning Sea.

For information on an emerald dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Topaz Dragons

Topaz dragons inhabit the coastal regions of the temperate islands, building lairs below the waterline, though constructing them so they remain dry. Clannish and self-seeking, these gem dragons usually want little to do with the other inhabitants of the isles. They keep vassals to fill their domains and make them appear as prosperous as their neighbors, and they participate in Council activities on occasion, but for the most part these dragons neither seek company nor welcome it.

Out of the egg, a topaz dragon is a dull yellow-

orange in color. With age, its scales harden and become translucent and faceted. When it reaches adulthood, a topaz dragon sparkles in the light of the sun.

While topaz dragons enjoy the feel of sea wind and spray on their faceted-scale hides, they do not particularly like the water. They swim to hunt, attack, or reach their lairs, but not for enjoyment. They do love to eat fish and other sea creatures, especially the tasty giant squids that live in the Coral Sea.

While not malicious, topaz dragons are not the best of company or particularly pleasant to deal with. Besides caring little for social graces, they display erratic behavior that is unsettling and very confusing. They dislike visitors, but tend to avoid combat if they can help it. If combat is unavoidable, they use tricks and promises to distract their foes before striking with teeth and claws (which they enjoy using).

Unless it specifically interests or affects them, topaz dragons tend to be indifferent to the causes and concerns that occupy the rest of dragonkind. They dislike bronze dragons and usually oppose the interests of those clans.

It takes time for a topaz dragon to accept another dragon's friendship, but once it does it remains a friend for life. Once another dragon gets past its outer defenses and gruff exterior, it finds a loyal companion and ready protector in the topaz dragon.

For information on a topaz dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Crystal Dragons

The friendly crystal dragons of Io's Blood's northern isles spend much time trying to learn about the world around them. While solitary by nature, they welcome visitors who come to them with good intentions.

Hatchlings have glossy white scales that become more and more translucent with age. By the time they reach adulthood, these scales become luminescent in moonlight. In the full light of day they glow with a dazzling, almost unbearable brilliance.

Fun-loving and mischievous, crystal dragons tend to be irresponsible rulers. For the daily running of their domains, these dragons rely on their

vassals to keep things going. They establish domains in the cold, open northern reaches, building castles out of snow and ice. They leave these castles open to the sky, for they love to watch the stars on clear, cold nights. The white dragon clans consider crystal dragons to be nothing more than prey, so the two types are almost always in conflict. The crystal dragons also have little love for the tribes of giants that live beyond the Ice Sea and often come south to enslave the small, relatively weak gem dragons.

Like other benevolent dragons, the crystal dragons prefer to talk rather than fight. Even without special abilities, they can be charming and engaging to an extreme. Gems and metal ores are their foods of choice.

For information on a crystal dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Red Dragons

Greedy and covetous, the red dragon clans inhabit the tropical islands in the southern portion of Io's Blood's chain. To these gigantic beasts, increasing the size of their domains and adding to their hoards of treasure occupy most of their thoughts and deeds. Their personal wealth and power is an obsession, and every red dragon can recite its inventory of possessions down to the smallest bit of copper and the youngest demihuman vassal.

Red dragons emerge from their eggs covered with small, bright-scarlet scales. These scales are initially very glossy, becoming smooth with a dull finish of deeper red as the dragons get older. With each advancing age, these scales grow thicker and larger, becoming as hard as metal and as strong as armor.

Red dragon lords build great lairs atop mountains or other high terrain so that they can always look out upon their domains. Though they consider even other red dragons to be competition, the lesser members of a clan acquiesce to the demands and dictates of the clan leader. Vassals are treated as slaves, ordered to labor for their dragon masters and serve as eyes and ears throughout the domain. Any betrayal, any act of treachery, leads to a vassal's quick and painful death.

Of all dragonkind, red dragons hate their gold





cousins with a terrible passion. They see gold dragons as their greatest competition and most dangerous threat, for they believe that the gold dragons come close to their own levels of power. They often compete with copper and silver dragons for the same territory, but they are quick to attack anyone who appears to be encroaching on their domains.

Exceptionally vain and overly self-confident, red dragons consider themselves superior to other dragons and to all life in general. They bow to the wishes of the Council of Wyrms—barely. They follow the laws that the Ninefold Dragon set before the inhabitants of the isles, but they interpret these laws very liberally, stopping just short of all-out war to advance their own plans and desires.

Red dragons are meat eaters by choice and nature. Their vassals regularly sacrifice maidens to them as part of the pack between the lords and the land.

For information on a red dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Blue Dragons

The arid deserts of Io's Blood's central islands are home to the blue dragon clans. These voracious and possessive creatures are consummate thinkers and planners. They spend long periods of time contemplating and preparing ambushes for prey, intruders, and other unwary travelers entering their territory. When not engaged in such activity, blue dragons reflect upon their prosperity and achievements. They can sit for days at a time watching their domains and admiring all they have accomplished.

A blue dragon's scales change very little throughout its long life. The only noticeable alteration is that the scales thicken and harden. The color, which can range from an iridescent azure to a deep indigo, retains its glossy finish from hatching to death.

Everything within a blue dragon's domain is considered the creature's property. From the castlelike lair that rises above the windswept plains to the vassals to the burning land itself, all that the dragon sees belongs to it. These gigantic creatures are extremely territorial and very vigilant. They watch for trespassers, spies and thieves,

eager to test their latest ambushes and strategies on those who dare invade their domains.

Most combat tactics devised by blue dragons involve surprise and distance. They love to fly and use their powerful breath weapon, dropping out of the hot sky just far away enough to instill fear in their opponents before they strike. Talk and retreat is for cowards, and blue dragons will resort to these options only in extreme situations. They see themselves as cavaliers, ready to issue and accept challenges without hesitation. Though they are great thinkers, they recognize the moment when action is called for—and they leap to any such challenge.

Blue dragons store their treasures underground, usually in protected caverns beneath their castles. Most of the items in a hoard will be gems, especially sapphires, which blue dragons have a particular fondness for. They will eat anything, but prefer herd animals (which they cook to perfection with their breath weapons before dining). They are usually in conflict with the neighboring brass dragon clans.

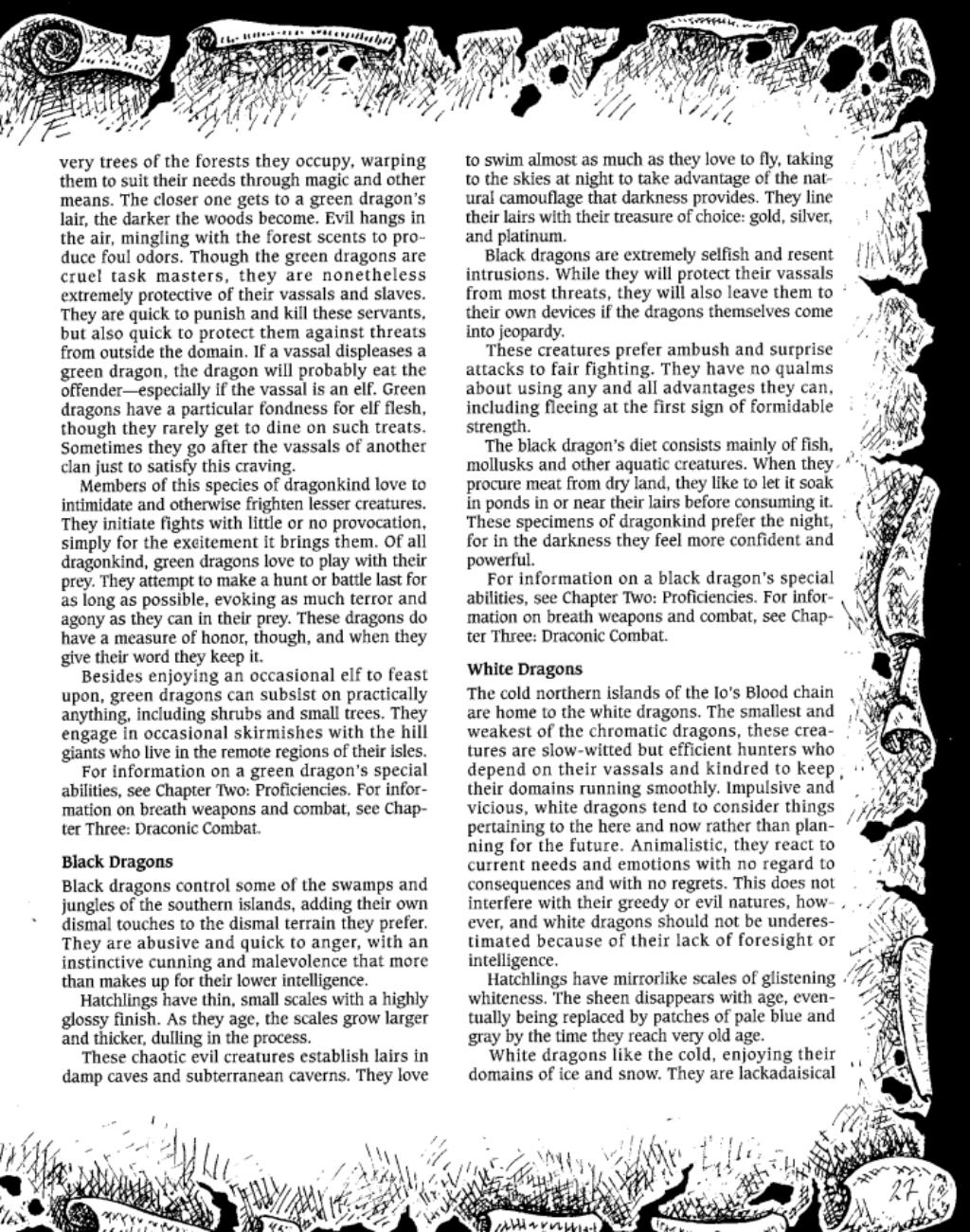
For information on a blue dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Green Dragons

The green dragon clans fill the forests of the temperate islands, where they enslave lesser creatures to do their evil bidding. These dragons are foul-tempered, mean, and exceedingly cruel. They hate goodness and good-aligned creatures, killing weaker creatures they cannot control or intimidate. They enjoy planning intrigues against other clans, seeking power and leverage in the Council and beyond through these plots and schemes. To green dragons, knowledge provides a measure of power, and they are not above gaining knowledge through whatever means present themselves.

At birth, these dragons have thin, small scales that are such a deep shade of green as to appear nearly black. As they grow older, the scales expand and change to lighter shades of emerald, olive and forest green. The scales never become as thick as other dragons' scales, remaining flexible throughout their long lives.

Green dragon lords create living lairs from the



very trees of the forests they occupy, warping them to suit their needs through magic and other means. The closer one gets to a green dragon's lair, the darker the woods become. Evil hangs in the air, mingling with the forest scents to produce foul odors. Though the green dragons are cruel task masters, they are nonetheless extremely protective of their vassals and slaves. They are quick to punish and kill these servants, but also quick to protect them against threats from outside the domain. If a vassal displeases a green dragon, the dragon will probably eat the offender—especially if the vassal is an elf. Green dragons have a particular fondness for elf flesh, though they rarely get to dine on such treats. Sometimes they go after the vassals of another clan just to satisfy this craving.

Members of this species of dragonkind love to intimidate and otherwise frighten lesser creatures. They initiate fights with little or no provocation, simply for the excitement it brings them. Of all dragonkind, green dragons love to play with their prey. They attempt to make a hunt or battle last for as long as possible, evoking as much terror and agony as they can in their prey. These dragons do have a measure of honor, though, and when they give their word they keep it.

Besides enjoying an occasional elf to feast upon, green dragons can subsist on practically anything, including shrubs and small trees. They engage in occasional skirmishes with the hill giants who live in the remote regions of their isles.

For information on a green dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Black Dragons

Black dragons control some of the swamps and jungles of the southern islands, adding their own dismal touches to the dismal terrain they prefer. They are abusive and quick to anger, with an instinctive cunning and malevolence that more than makes up for their lower intelligence.

Hatchlings have thin, small scales with a highly glossy finish. As they age, the scales grow larger and thicker, dulling in the process.

These chaotic evil creatures establish lairs in damp caves and subterranean caverns. They love

to swim almost as much as they love to fly, taking to the skies at night to take advantage of the natural camouflage that darkness provides. They line their lairs with their treasure of choice: gold, silver, and platinum.

Black dragons are extremely selfish and resent intrusions. While they will protect their vassals from most threats, they will also leave them to their own devices if the dragons themselves come into jeopardy.

These creatures prefer ambush and surprise attacks to fair fighting. They have no qualms about using any and all advantages they can, including fleeing at the first sign of formidable strength.

The black dragon's diet consists mainly of fish, mollusks and other aquatic creatures. When they procure meat from dry land, they like to let it soak in ponds in or near their lairs before consuming it. These specimens of dragonkind prefer the night, for in the darkness they feel more confident and powerful.

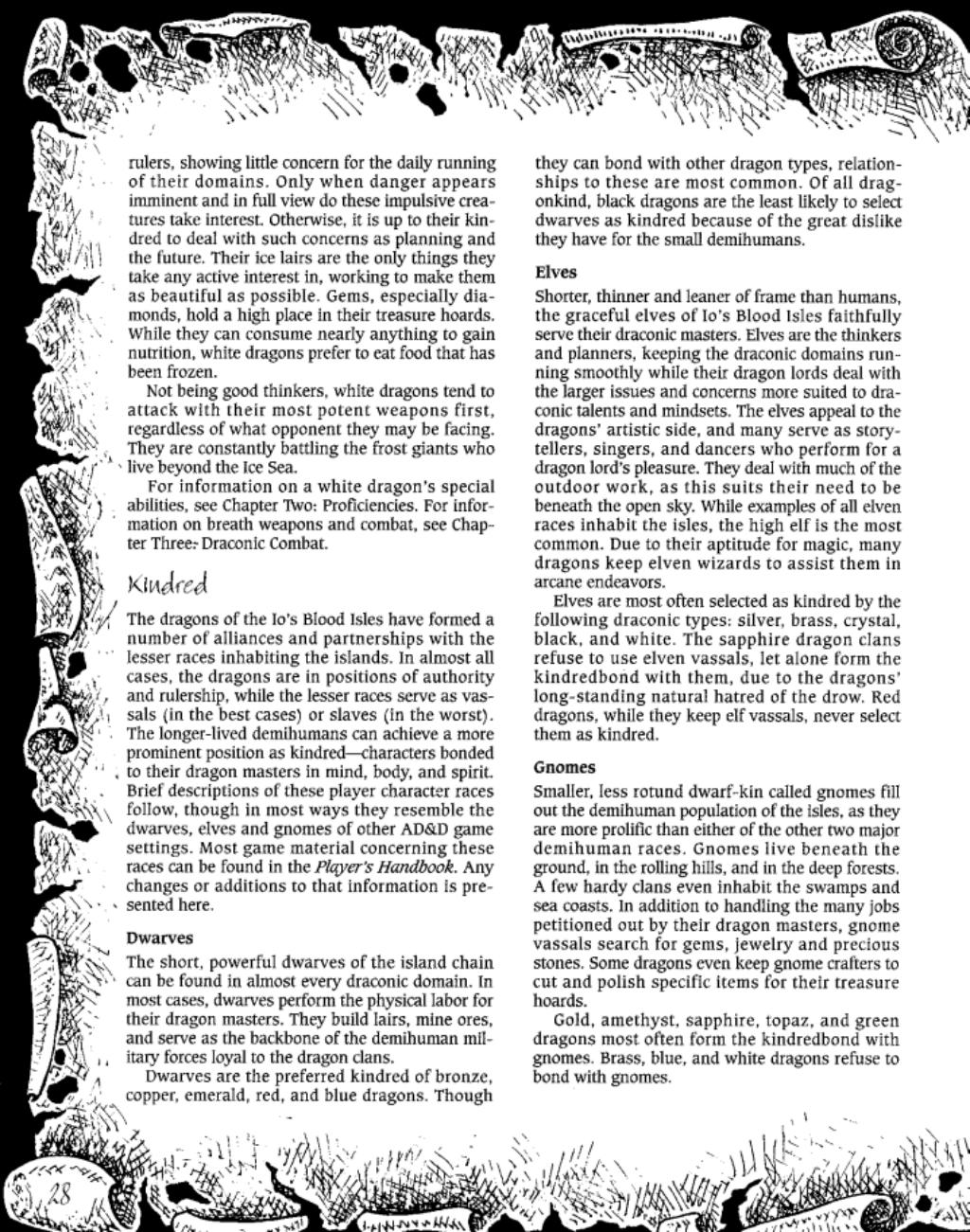
For information on a black dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

White Dragons

The cold northern islands of the Io's Blood chain are home to the white dragons. The smallest and weakest of the chromatic dragons, these creatures are slow-witted but efficient hunters who depend on their vassals and kindred to keep their domains running smoothly. Impulsive and vicious, white dragons tend to consider things pertaining to the here and now rather than planning for the future. Animalistic, they react to current needs and emotions with no regard to consequences and with no regrets. This does not interfere with their greedy or evil natures, however, and white dragons should not be underestimated because of their lack of foresight or intelligence.

Hatchlings have mirrorlike scales of glistening whiteness. The sheen disappears with age, eventually being replaced by patches of pale blue and gray by the time they reach very old age.

White dragons like the cold, enjoying their domains of ice and snow. They are lackadaisical



rulers, showing little concern for the daily running of their domains. Only when danger appears imminent and in full view do these impulsive creatures take interest. Otherwise, it is up to their kindred to deal with such concerns as planning and the future. Their ice lairs are the only things they take any active interest in, working to make them as beautiful as possible. Gems, especially diamonds, hold a high place in their treasure hoards. While they can consume nearly anything to gain nutrition, white dragons prefer to eat food that has been frozen.

Not being good thinkers, white dragons tend to attack with their most potent weapons first, regardless of what opponent they may be facing. They are constantly battling the frost giants who live beyond the Ice Sea.

For information on a white dragon's special abilities, see Chapter Two: Proficiencies. For information on breath weapons and combat, see Chapter Three: Draconic Combat.

Kindred

The dragons of the Io's Blood Isles have formed a number of alliances and partnerships with the lesser races inhabiting the islands. In almost all cases, the dragons are in positions of authority and rulership, while the lesser races serve as vassals (in the best cases) or slaves (in the worst). The longer-lived demihumans can achieve a more prominent position as kindred—characters bonded to their dragon masters in mind, body, and spirit. Brief descriptions of these player character races follow, though in most ways they resemble the dwarves, elves and gnomes of other AD&D game settings. Most game material concerning these races can be found in the *Player's Handbook*. Any changes or additions to that information is presented here.

Dwarves

The short, powerful dwarves of the island chain can be found in almost every draconic domain. In most cases, dwarves perform the physical labor for their dragon masters. They build lairs, mine ores, and serve as the backbone of the demihuman military forces loyal to the dragon clans.

Dwarves are the preferred kindred of bronze, copper, emerald, red, and blue dragons. Though

they can bond with other dragon types, relationships to these are most common. Of all draconkind, black dragons are the least likely to select dwarves as kindred because of the great dislike they have for the small demihumans.

Elves

Shorter, thinner and leaner of frame than humans, the graceful elves of Io's Blood Isles faithfully serve their draconic masters. Elves are the thinkers and planners, keeping the draconic domains running smoothly while their dragon lords deal with the larger issues and concerns more suited to draconic talents and mindsets. The elves appeal to the dragons' artistic side, and many serve as storytellers, singers, and dancers who perform for a dragon lord's pleasure. They deal with much of the outdoor work, as this suits their need to be beneath the open sky. While examples of all elven races inhabit the isles, the high elf is the most common. Due to their aptitude for magic, many dragons keep elven wizards to assist them in arcane endeavors.

Elves are most often selected as kindred by the following draconic types: silver, brass, crystal, black, and white. The sapphire dragon clans refuse to use elven vassals, let alone form the kindredbond with them, due to the dragons' long-standing natural hatred of the drow. Red dragons, while they keep elf vassals, never select them as kindred.

Gnomes

Smaller, less rotund dwarf-kin called gnomes fill out the demihuman population of the isles, as they are more prolific than either of the other two major demihuman races. Gnomes live beneath the ground, in the rolling hills, and in the deep forests. A few hardy clans even inhabit the swamps and sea coasts. In addition to handling the many jobs petitioned out by their dragon masters, gnome vassals search for gems, jewelry and precious stones. Some dragons even keep gnome crafters to cut and polish specific items for their treasure hoards.

Gold, amethyst, sapphire, topaz, and green dragons most often form the kindredbond with gnomes. Brass, blue, and white dragons refuse to bond with gnomes.

Table 6: Preferred Kindred

	Elf	Dwarf	Gnome
Gold	R	R	P
Silver	P	R	R
Bronze	R	P	R
Copper	R	P	R
Brass	P	R	N
Amethyst	R	R	P
Sapphire	N	R	P
Emerald	R	P	R
Topaz	R	R	P
Crystal	P	R	R
Red	N	P	R
Blue	R	P	N
Green	R	R	P
Black	P	N	R
White	P	R	N

P: Preferred as kindred; R: Rarely selected as kindred; N: Never selected as kindred. However, even demihumans marked N can sometimes be found as kindred to PC dragons, with the DM's permission.

Half-Dragons

Three species of metallic dragons have the natural ability to polymorph into demihuman form: gold, silver, and bronze dragons. Sometimes while in these polymorphed forms, the dragons enjoy the company of their demihuman vassals. These encounters sometimes produce offspring of mixed heritage—the half-dragons.

Half-dragons are only born to demihuman females. Polymorphed female dragons never produce offspring from dalliances with demihuman males, and a dragon using a *polymorph self* spell cannot produce half-dragon offspring. Few physical features definitively mark a newborn babe as a half-dragon, though there are telltale signs of a dragon parent—usually eyes or hair of gold, silver, or bronze. As they reach adulthood, half-dragons grow tall and lean, no matter what demihuman blood mixes with their draconic heritage. During adolescence, draconic abilities begin to manifest themselves. These abilities

become stronger and more pronounced with time and use, until a half-dragon comes into his or her full power. Physical changes accompany the appearance of these abilities, eventually metamorphosing a half-dragon into a captivatingly beautiful and unique being.

A fully mature half-dragon appears as a very tall, very lithe humanoid with certain elflike features: a slender frame, lean muscles, long limbs, pointed ears. It does not matter which demihuman stock runs through her blood—all mature in this manner. Her skin has the look and texture of demihuman flesh, though she has the pigmentation of her draconic parent: either golden, silver, or bronze-toned flesh. Her hair is thick and luxurious, of a deeper or richer shade of her flesh's color. Her fingers are long and thin, with nails like talons. The true mark of her dragon heritage is her face, which has a distinctive reptilian appearance: snakelike eyes, elongated features, and the barest hint of horns protruding from above the temples. Half-dragons have no wings, no tails, and no scales.

Table 7: Half-Dragon Characteristics

Height In Inches

Race	Base	Modifier
Half-Gold	78/72	2d8
Half-Silver	76/70	2d6
Half-Bronze	74/68	2d4

Weight In Pounds

Race	Base	Modifier
Half-Gold	180/170	4d8
Half-Silver	160/130	3d8
Half-Bronze	150/120	3d8

Starting Age

Race	Base Age	Variable
Half-Dragon	14	1d4

Age Range

Race	Maximum	Middle/Old/Ven.
Half-Gold	300+5d10	150/200/300
Half-Silver	250+3d20	125/167/250
Half-Bronze	200+4d10	100/133/200

Table 7 (con't.)

Thieving Skill Racial Adjustments			
Skill	1/2 Gd	1/2 Sv	1/2 Bz
Pick Pockets	-5%	—	+5%
Open Locks	+5%	-5%	—
F/R Traps	—	+5%	-5%
Move Silently	-10%	—	+10%
Hide/Shadows	—	+5%	+10%
Detect Noise	+10%	-5%	—
Climb Walls	-10%	-5%	—
Read Languages	+5%	—	—

Hit Dice and Hit Points

Dragon characters receive a specific number of Hit Dice depending on their age, type, and kit. The dragon kit and the dragon cleric kit use eight-sided Hit Dice (d8). The dragon-psionicist and dragon-mage kits use six-sided dice (d6). Table 4: Dragon Information by Age (General) shows the Hit Die modifiers for each dragon age. The base Hit Dice available to each dragon type is shown on Table 8: Base Hit Dice.

When creating a new dragon PC, look up the base Hit Die for the particular type, then apply the modifier for hatchling age. For example, a newly created gold dragon PC would have 10 Hit Dice to start (base of 16, modifier of -6, $16-6=10$). The type of Hit Dice rolled depends on the kit. If this gold hatchling was using the dragon PC kit, she would roll 10d8 to determine her starting hit points.

Note: All dragons must select a kit at hatchling level, even though few of the kit benefits can be applied until a dragon reaches 1st level.

Kindred use Hit Dice based upon their character class, just as demihuman characters do in other AD&D game settings.

Half-dragons also use character class Hit Dice.

Table 8: Base Hit Dice

Dragon Type	Base Hit Dice (at Juvenile age)
Gold Dragon	16
Silver Dragon	15
Bronze Dragon	14
Copper Dragon	13
Brass Dragon	12

Amethyst Dragon	14
Sapphire Dragon	15
Emerald Dragon	12
Topaz Dragon	11
Crystal Dragon	10
Red Dragon	15
Blue Dragon	14
Green Dragon	13
Black Dragon	12
White Dragon	11

Random Hatchling Selection

Instead of allowing players to determine the type of dragon they wish to play, DMs may want to make them roll on the Random Hatchling Table. This table can also be used when DMs are creating NPC dragons. The chances of rolling up a particular dragon type depends on how prolific that species is. There is a slightly greater chance of rolling one of the rare dragons (copper, brass, black, and white) than one of the very rare ones.

The first adventure presented in *Book Three, Not the Draca*, works best if character types are randomly determined using Table 9. Any ability score rolls should be adjusted to allow the character to fit into the dragon type as determined by random hatching.

Table 9: Random Hatchlings

PC 1d20 roll	NPC 1d20 roll	Hatchling Species
—	01	Red Dragon
01	02	Gold Dragon
02-03	03	Silver Dragon
04-05	04	Bronze Dragon
—	05	Blue Dragon
06	06	Amethyst Dragon
07-10	07-08	Copper Dragon
—	09	Green Dragon
11	10	Sapphire Dragon
12-15	11-12	Brass Dragon
16-17	13	Emerald Dragon
—	14-16	Black Dragon
17-18	17-18	White Dragon
18-19	19	Topaz Dragon
20	20	Crystal Dragon

Dragon Saving Throws

Dragon characters determine their saving throws based upon their Hit Dice, not their level. Thus, a juvenile silver dragon with 15 Hit Dice saves as a 15th-level character. The dragon PC kit uses the warrior portion of the Character Saving Throws Table in the *Player's Handbook*. Dragon-priests and dragon-mages use the corresponding sections of the same table. Dragon-psionicists use the table in *The Complete Psionics Handbook* (reproduced on Card #12).

Groups, Classes, and Kits

Only two of the four major character groups can be found among dragonkind—wizards and priests. In addition, some dragons can aspire to the ranks of psionicists. Finally, the basic dragon kit represents the dragons described in the *Monstrous Manual*. Refer to Table 3 to determine what restrictions, if any, apply to specific dragon types.

To create dragon PCs, players must use the kits provided in *Book Two*. A kit is a specialized role that augments the normal class system. Kits do not replace classes. Every dragon character belongs to either the wizard, priest, psionicist, or dragon character class. The kits add details and help direct a dragon PC after the class has been selected.

In the case of dragon PCs, use of the kits is not optional. Only one kit is allowed per PC.

Using Kits

All newly created dragon PCs in the *Council of Wyrms* setting must take one of the four dragon kits. The most common kit is the dragon PC kit, which is designed to create a dragon character similar to the dragons of other campaign settings. The four dragon kits are described in *Book Two*. Blank character sheets for each kit can be found among the reference cards included in this boxed set.

Half-dragon and kindred demihuman PCs are not required to select a kit, though a few are provided in *Book Two*.

Alignment

Each dragon type has a particular alignment, and dragon PCs must adhere to these alignments. The alignments of each dragon type can be found on Table 5. For example, a gold dragon PC must be lawful good, while a topaz dragon PC must be chaotic neutral.

Half-dragon and kindred PCs tend to follow the alignment paths described below, but they can be of any alignment. Half-dragons: lawful good; elves: chaotic good; dwarves: lawful good; gnomes: neutral good.

Experience and Advancement

Dragon PCs, no matter what class or kit they belong to, need three different things to advance from one level to the next. First, a dragon PC cannot advance until it reaches its next age level. A hatchling must reach the age of six and become very young, for example, before being eligible for level advancement. Second, the dragon character must gain the number of experience points indicated on the Experience Level Tables that follow. Third, it must also gather a hoard of treasure equal in gold piece value to the number of experience points it needs. Each hoard is also required to contain a certain amount of magical treasure (see *Book Two*). When all three of these requirements have been met, a dragon PC can advance to the next level.

With the passage of years, a dragon PC changes from one age category to another. It gains experience points by doing deeds that advance its draconic goals and ambitions. It also gathers treasure—both magical and mundane—to add to its treasure hoard. When all three requirements equal or exceed the necessary amounts, the dragon PC enters into a deep sleep to promote the changes that must now occur.

A dragon PC must sleep atop its complete hoard for a period of time equal to the experience level it is advancing to, as measured in months. For example, a young blue dragon reaches its twenty-sixth birthday, has accumulated the necessary experience points to move to 4th level, and has gathered a treasure hoard that equals these expe-

rience points in gold piece value. It must enter a comalike state, called **dragon sleep**, for four months (the new experience level measured in months), during which time growth and other physical and mental changes occur.

All dragons gain an intimate knowledge of their hoards through the act of dragon sleep. This knowledge is so great that they can recognize missing items at a base 35% chance, plus 5% for every age category they have achieved. This becomes very important, for if large amounts of a dragon's hoard are stolen, the dragon becomes weaker and cannot advance further until the treasure is replaced. See *Book Two* for more information about dragon hoards.

Hatchlings

Hatching dragons start with no experience points. They do, however, start with a substantial number of hit points. To determine a hatchling's hit point total, roll the number of Hit Dice listed for the appropriate dragon type in Table 10, which follows.

As a hatchling, a new-born dragon gets the claw attack combat proficiency as an instinctive ability (it does not cost a proficiency slot). It also gets to choose proficiencies to fill its initial slots. When the hatchling acquires enough experience points and treasure to reach 1st level (which is still considered the hatchling stage, though not fresh out of the egg), it gets to choose additional proficiencies as detailed in the next chapter. Hatchlings advancing to 1st level do not gain additional hit points. They remain at their starting number until they reach 2nd level.

Table 10: Dragon Experience Levels

Gold Dragon

Level	XP	Hit Dice
H	0	10
1	500,000	10
2	1,000,000	12
3	1,500,000	14
4	2,000,000	16
5	2,250,000	17
6	2,500,000	18
7	2,750,000	19
8	3,000,000	20
9	3,250,000	21
10	3,500,000	22
11	3,750,000	23
12	4,000,000	24

Silver, Red Dragons

Level	XP	Hit Dice
H	0	9
1	250,000	9
2	750,000	11
3	1,250,000	13
4	1,750,000	15
5	2,000,000	16
6	2,250,000	17
7	2,500,000	18
8	2,750,000	19
9	3,000,000	20
10	3,250,000	21
11	3,500,000	22
12	3,750,000	23

Bronze, Amethyst, Blue Dragons

Level	XP	Hit Dice
H	0	8
1	125,000	8
2	500,000	10
3	1,000,000	12
4	1,500,000	14
5	1,750,000	15
6	2,000,000	16
7	2,250,000	17
8	2,500,000	18
9	2,750,000	19
10	3,000,000	20
11	3,250,000	21
12	3,500,000	22

Copper, Sapphire, Green Dragons

Level	XP	Hit Dice
H	0	7
1	64,000	7
2	250,000	9
3	750,000	11
4	1,250,000	13
5	1,500,000	14
6	1,750,000	15
7	2,000,000	16
8	2,250,000	17
9	2,500,000	18
10	2,750,000	19
11	3,000,000	20
12	3,250,000	21

Brass, Emerald, Black Dragons

Level	XP	Hit Dice
H	0	6
1	32,000	6
2	125,000	8
3	500,000	10
4	1,000,000	12
5	1,250,000	13
6	1,500,000	14
7	1,750,000	15
8	2,000,000	16
9	2,250,000	17
10	2,500,000	18
11	2,750,000	19
12	3,000,000	20

Topaz, White Dragons

Level	XP	Hit Dice
H	0	5
1	16,000	5
2	64,000	7
3	250,000	9
4	750,000	11
5	1,000,000	12
6	1,250,000	13
7	1,500,000	14
8	1,750,000	15
9	2,000,000	16
10	2,225,000	17
11	2,500,000	18
12	2,750,000	19

Crystal Dragon

Level	XP	Hit Dice
H	0	4
1	8,000	4
2	32,000	6
3	125,000	8
4	500,000	10
5	750,000	11
6	1,000,000	12
7	1,250,000	13
8	1,500,000	14
9	1,750,000	15
10	2,000,000	16
11	2,250,000	17
12	2,500,000	18

Player Character Sets

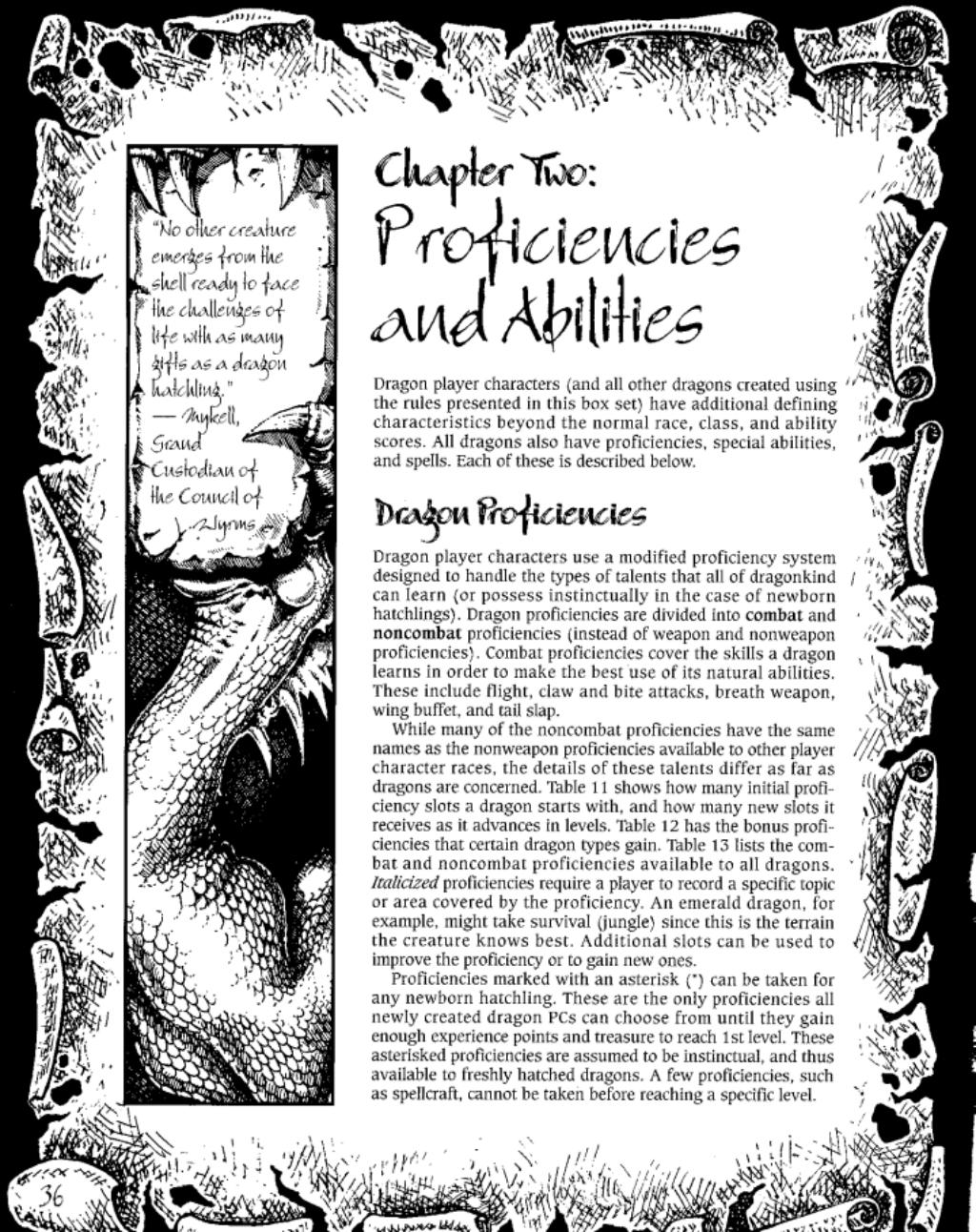
There are two ways to play characters in the *Council of Wyrms* setting: as a single half-dragon PC, who progresses much like the PCs of other AD&D game worlds, or with a set of PCs controlled by a single player—a dragon and its kindred.

Player character sets allow players to have two distinct kinds of characters on call for use in a variety of situations. The dragon is ready for the grand, high-level adventures that only dragonkind can participate in. The kindred is on call to go where the dragon cannot hope to tread—the dungeons and caverns where most adventures take place.

Players only play one of these characters at a time, but they can call upon either one at the start of any particular adventure. As a bonded pair, both dragon and demihuman share a portion of their individual experiences. One does not know everything that the other knows, but the bond allows a sharing of general impressions.

A character set consists of one active character and one inactive character (one dragon and one kindred demihuman). The active character participates in an adventure while the inactive one is considered to be off doing something else in the campaign world. In a character set, the kindred is in all cases subservient to the dragon. The kindred is not an NPC or follower, but he or she is definitely lower in status than the dragon PC. In only rare situations should a DM allow both characters from the same set to meet during the course of an adventure. There will be time enough between adventures for the dragon and its kindred to interact and compare notes.

When an active character gains experience points, the inactive character does too. The inactive character receives 25% of the active character's experience-point award. For example, if Ausperlane earns an award of 1,000 experience points for completing an adventure, he takes 750 points for himself and his kindred demihuman gains 250.



Chapter Two: Proficiencies and Abilities

"No other creature emerges from the shell ready to face the challenges of life with as many gifts as a dragon hatchling."

— Mykell,
Grand
Custodian of
the Council of
Wyrmlings

Dragon player characters (and all other dragons created using the rules presented in this box set) have additional defining characteristics beyond the normal race, class, and ability scores. All dragons also have proficiencies, special abilities, and spells. Each of these is described below.

Dragon Proficiencies

Dragon player characters use a modified proficiency system designed to handle the types of talents that all of dragonkind can learn (or possess instinctually in the case of newborn hatchlings). Dragon proficiencies are divided into **combat** and **noncombat** proficiencies (instead of weapon and nonweapon proficiencies). Combat proficiencies cover the skills a dragon learns in order to make the best use of its natural abilities. These include flight, claw and bite attacks, breath weapon, wing buffet, and tail slap.

While many of the noncombat proficiencies have the same names as the nonweapon proficiencies available to other player character races, the details of these talents differ as far as dragons are concerned. Table 11 shows how many initial proficiency slots a dragon starts with, and how many new slots it receives as it advances in levels. Table 12 has the bonus proficiencies that certain dragon types gain. Table 13 lists the combat and noncombat proficiencies available to all dragons. *Italicized* proficiencies require a player to record a specific topic or area covered by the proficiency. An emerald dragon, for example, might take survival (jungle) since this is the terrain the creature knows best. Additional slots can be used to improve the proficiency or to gain new ones.

Proficiencies marked with an asterisk (*) can be taken for any newborn hatchling. These are the only proficiencies all newly created dragon PCs can choose from until they gain enough experience points and treasure to reach 1st level. These asterisked proficiencies are assumed to be instinctual, and thus available to freshly hatched dragons. A few proficiencies, such as spellcraft, cannot be taken before reaching a specific level.

Table 11: Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	#/Level	Penalty	Initial	#/Level
Gold	4	2/3	-5	3	3/2
Silver	4	2/3	-4	3	3/2
Bronze	4	2/3	-4	3	1
Copper	5	2/3	-3	3	1
Brass	5	2/3	-3	3	1
Amethyst	4	2/3	-4	3	3/2
Sapphire	5	2/3	-3	3	3/2
Emerald	4	2/3	-4	3	3/2
Topaz	4	2/3	-4	4	1
Crystal	5	2/3	-5	4	3/2
Red	5	2/3	-4	2	1
Blue	4	2/3	-3	2	1
Green	4	2/3	-3	2	3/2
Black	4	2/3	-2	2	1
White	5	2/3	-2	2	1

Acquiring Proficiencies

Even newly created, fresh-out-of-the-egg hatchlings have proficiencies. In the case of newborn hatchlings, these proficiencies are considered natural, instinctive talents. In Table 11, these instinctive talents fall under the categories of combat and noncombat initial proficiencies. The number represents how many initial slots the hatchling has available at the start of game play. The #/level column shows how many new slots are gained with each level increase. **Penalty** refers to the modifier a dragon applies to its attack roll if it uses a combat technique it is not proficient in. Note that some combat techniques cannot be used until the dragon assigns proficiency slots to them. These are displayed in **bold type** on Table 13A.

A dragon's Intelligence score modifies the number of noncombat slots it has available. Check the number of languages it gets to know as listed on the Intelligence Table in the *Player's Handbook*. A dragon receives half that number of additional initial slots, rounded down. For example, a dragon with an Intelligence score of 16 gets two additional slots ($5 \frac{1}{2}$, rounded down).

While dragon PCs use proficiencies, they have no combat specialization bonuses. Dragons are powerful enough without giving them the ability to become masters of the breath weapon—able to hit specific targets with pinpoint accuracy, for example.

Bonus Proficiencies

In addition to any bonus proficiencies listed under the kit descriptions (*Book Two*), all dragons receive a bonus noncombat proficiency based on their dragon type. These proficiencies are free and do not cost any proficiency slots.

Table 12: Bonus Proficiencies

Dragon Type	Bonus Proficiency
Gold	Language (High Draconic)
Silver	Kindredbond
Bronze	Gaming
Copper	Tease
Brass	Debate
Amethyst	Etiquette
Sapphire	Appraising
Emerald	Set Traps
Topaz	Trick
Crystal	Danger Sense
Red	Intimidation
Blue	Tracking
Green	Tracking
Black	Swimming
White	Alertness

Combat Proficiencies

Combat proficiencies measure a dragon's expertise in using one of its natural fighting techniques. On hatching, the initial combat slots must be filled before the dragon participates in its first adventure. Any slots not filled by that time are lost. Slots acquired later can be saved to add more expensive proficiencies.

Table 13: Dragon Proficiencies

A: Combat Proficiencies

Combat Proficiencies

Combat Proficiencies

Proficiency	Slots Required	Wis	Int	Dex	Con	Cha	Str/Cha
Aerial Combat*	1	1	-2	-2	-1	-1	0
Bite*	1	1	0	-1	-1	-1	0
Breath Weapon*	1	1	0	-1	-1	-1	0
Claw Attack†	†	1	0	-1	-1	-1	0
Claw/Claw*	1	1	0	-1	-1	-1	0
Claw/Claw/Bite*	1*	1	0	-1	-1	-1	0
Dragon Flight*	1	1	0	-1	-1	-1	0
Kick	1	1	0	-1	-1	-1	0
Plummet	1	1	0	-1	-1	-1	0
Roll	1	1	0	-1	-1	-1	0
Snatch*	1	1	0	-1	-1	-1	0
Stall	1	1	0	-1	-1	-1	0
Tail Mace**	1	1	0	-1	-1	-1	0
Tail Slap	1	1	0	-1	-1	-1	0
Wing Buffet	1	1	0	-1	-1	-1	0
Wing Spur††	1	1	0	-1	-1	-1	0

* All hatchlings may take this proficiency.

† All hatchlings receive this proficiency free.

* Cannot be taken until the dragon has separate combat proficiencies in claw/claw and bite.

** Cannot be taken until the dragon has slotted the tail slap combat proficiency.

†† Cannot be taken until the dragon has slotted the wing buffet combat proficiency.

B: Noncombat Proficiencies

Proficiency	Slots	Req'd.	Relevant Ability	Check Mod.
Alertness*	1		Wis	+1
Ancient History	1		Int	-1
Appraising	1		Int	0
Astrology	2		Int	0
Burrow*	1		Str	0
Chanting	1		Cha	+2

* Hatchlings may select this proficiency.

† Available to dragon psionicists only.

Aerial Combat

To engage in battle while flying, dragons must select the aerial combat proficiency. With this proficiency, dragons are able to make all of the necessary maneuvers to do more than simply stay aloft—they can slash with claws, deliver devastating

ing bites, and use their breath weapons while flying. (Of course, each of these separate combat proficiencies must be slotted to make best use of them.) Additional slots can be used to make a dragon even more proficient at aerial combat.

Aerial combat must be used in conjunction with the dragon flight proficiency. With aerial combat, a dragon receives a +2 bonus to all attack rolls made while flying. This bonus can only be used against enemies who have less skill in the proficiency than the attacker.

For example, if a copper dragon with one slot of aerial combat engages an unskilled black dragon in the air, the copper receives the +2 attack bonus. If a white dragon with one slot in the proficiency flies into the fray, neither the copper nor the white receive a bonus. The two are considered to be equal in the art of aerial combat. When the green dragon with two slots of aerial combat arrives, however, it receives the bonus as it is more skilled than the copper.

Hatchlings may select this proficiency, provided they also take dragon flight.

Bite

A dragon's bite is its most powerful physical attack form. Because of its long neck, it can deliver its bite to its front, sides, and even its back. Without the proficiency, dragons must apply the attack penalty listed in Table 11. In addition, successful nonproficient use of the bite attack causes only half damage. For example, a brass dragon without the bite proficiency bites for 2-8 points of damage (2d4) instead of 4-16.

Dragons with this proficiency can bite once per round. The dragon must have both this and the claw/claw proficiency before it can take the claw/claw/bite proficiency (which gives it three attacks per round).

Hatchlings may select this proficiency.

Breath Weapon

A dragon's breath weapon can be a terrible thing to behold. From the earliest stage of life, a dragon can spew deadly blasts from deep within its body—easily its deadliest, most devastating, and most preferred attack form. The combat modifier listed in Table 4 is not applied to the breath weapon attack, and neither is the penalty listed in Table 11.

Until a dragon takes a breath weapon proficiency, it cannot use its breath weapon. Before taking the proficiency, it can be assumed that the dragon has not yet been able to master the intricate body move-

ments needed to discharge its deadly breath. A dragon can only take a proficiency in a breath weapon that is natural to its dragon type.

Metallic dragons have two breath weapons. A breath weapon proficiency must be taken for each of them.

Breath weapons can be used once every three rounds. In the round that a breath weapon is used, a dragon cannot make any other type of physical attack, cast spells, or use its innate magical abilities. Dragons with two breath weapons can use either, but can use a breath weapon only once every three rounds.

Hatchlings can take this proficiency, as they instinctively know how to call forth their devastating discharges. Chapter Three: Draconic Combat provides details on the specific breath weapons of each type of dragon.

Optional Breath Weapon Rule

To impose a physical limitation on the use of a dragon's breath weapon, DMs may want to incorporate this optional rule.

Dragons can use their breath weapon three times in a day without problem. After the third use, a dragon must make a Constitution check each time it uses its breath to determine whether or not its body's capacity to generate the weapon has been exhausted. Each use beyond the third gets exceedingly harder. Successive Constitution checks (after the first) are made with a cumulative -1 penalty. For example, on the fourth check the penalty is -1, the fifth -2, the sixth -3, and so on.

A successful check indicates that all is well and the dragon can continue to employ its breath weapon. A failed check indicates that the breath weapon has been exhausted. The dragon cannot use its breath weapon again until it has rested and recovered its strength.

A dragon that has exhausted its breath weapon is not fatigued in any other way. It can continue to function normally except that it cannot use its breath weapon. It can recover its breath weapon by resting for a number of hours equal to its breath weapon attack bonus.

Claw Attack

The first attack a dragon learns to use is its claw attack. All dragon characters receive this combat

proficiency free.

With a claw attack, a dragon can battle opponents to its front and sides. This proficiency gives a dragon the ability to attack with one of its front claws per combat round, delivering a nasty swipe. See Chapter Three for details on damage.

Claw/Claw Attack

A dragon's claw/claw attack allows it to make two raking attacks every combat round against opponents to its front and sides. These attacks can be directed against a single target or split up to strike two opponents. Hatchlings can take this combat proficiency. It cannot be used unless it is placed into available combat proficiency slots. Chapter Three lists claw damage for each dragon type.

The dragon must have both this and the bite proficiency before it can take the claw/claw/bite proficiency.

Claw/Claw/Bite

The powerful claw/claw/bite attack allows a dragon to inflict three attacks in a single combat round. These attacks can be directed against a single target or split up among opponents within the dragon's reach. The damage caused by these attacks varies for each dragon type and is listed in Chapter Three.

This proficiency can be taken only if the dragon already has both claw/claw and bite as separate proficiencies. A dragon with those proficiencies needs this one in order to make three melee attacks in the same combat round.

Hatchlings cannot take this proficiency.

Dragon Flight

Once a dragon takes the dragon flight proficiency, it can use its wings to propel itself through the sky. Dragons with this proficiency are graceful and competent fliers of maneuverability class C. Hatchlings can take this proficiency. A dragon without this proficiency can't fly.

Dragon flight allows dragons to climb at half speed and dive at double speed. Base speeds are listed in Chapter Three.

Dragons with this proficiency also know how to perform a wingover maneuver. This allows them to change direction quickly, turning 120 to 240 degrees regardless of the speed they are traveling or their size. A dragon performing a

wingover maneuver cannot gain altitude in the same round, though it can dive.

Diving dragons can strike with their claws at a +2 bonus to attack rolls. When diving on land-bound opponents, a dragon with the wing buffet proficiency can also strike with its wings. This technique requires the dragon to land immediately after attacking.

In flight, dragons must glide to cast spells (though innate abilities can be used at any time). Every round of gliding, a dragon loses 1,000 feet of altitude. Its forward speed drops to half the speed it was traveling the round before it began gliding. Flying dragons can attack other flying creatures with either claw or bite, but not both. Dragons with aerial combat receive additional benefits.

Kick

The kick proficiency allows a dragon to slash at opponents behind it with its rear claws. The kick causes the same amount of damage as a claw attack. Opponents struck by a kick must roll their Dexterity or less on 1d20. Those who fail are kicked backward 1d6 feet, plus 1 foot per age category of the kicking dragon. An opponent who is kicked backward must make a successful saving throw vs. petrification (adjusted by the dragon's combat modifier) or fall down. A dragon cannot use a tail slap while kicking. If it makes one claw attack it can kick with only one leg, and if the dragon uses both claws, then no kick is possible.

Hatchlings cannot take the kick proficiency. If this attack is used without being slotted, the non-proiciency attack penalty is applied.

Plummёт

The plummet proficiency allows a dragon to leap or fly down to land atop an opponent. To leap and plummet, a dragon must be at least 30 feet above its target. To plummet while flying, a dragon must be airborne (which requires the dragon flight proficiency).

To plummet, a dragon rolls a separate attack against each creature it plans to land on. It can land on a maximum number of creatures equal to its combat modifier. Plumméting and landing on a creature causes a dragon to crush and pin opponents using its claws and tail. Crushing damage equals the dragon's bite damage. Any creatures that the dragon fails to hit (when making the attack rolls) are assumed to have moved out of the way. Those hit are crushed and must make suc-

cessful saving throws vs. petrification or remain pinned under the dragon. Those pinned take crushing damage every round the dragon remains atop them. They can attempt to escape by making saving throws vs. petrification every round until they succeed, the dragon releases them, or they are crushed to death.

The dragon's combat modifier is applied as a penalty to all saving throws made against the crush and pin. A dragon can do nothing else during the rounds it plummets or pins opponents.

Hatchlings cannot take this proficiency. Dragons without this proficiency can make this attack with the nonproficiency penalty, but saving throws against the crush attack are not adjusted by the dragon's combat modifier.

Roll

Roll, when used as a combat technique, allows dragons to roll over and crush those opponents seeking to attack from atop a dragon's back. A successful attack roll against an opponent's Armor Class indicates that the dragon has rolled completely over and caused crushing damage to its enemy. Roll damage equals half a dragon's bite damage. An opponent who has endured a roll must make a saving throw vs. paralysis or be dislodged. This attack cannot pin an opponent, as the dragon rolls completely over and regains its feet all in the same round.

Hatchlings cannot take this proficiency. A dragon without this proficiency can roll, with the nonproficiency penalty applied.

Snatch

Any dragon with the dragon flight proficiency can take the snatch combat proficiency. A snatch allows a flying dragon to dive and attempt to grab smaller creatures or other items in its claws. Any creature or item struck in this manner (and weighing within the dragon's maximum press limits) is lifted into the air. A snatch requires a successful attack roll.

Snatched creatures are pinned 50% of the time. Pinned creatures cannot physically attack the dragon who has snatched them.

Dragons who have snatched creatures can then do a number of things with them. They can fly the creatures to great heights and drop them. They can squeeze the snatched creatures for automatic claw damage each round. If a dragon makes a success-

ful attack roll, it can transfer a snatched creature to its mouth. This allows automatic bite damage each round. A failed attack during a transfer means the dragon has dropped the creature.

Snatched creatures can attempt to break free of a dragon's claws by making a successful save vs. petrification. A dragon's combat modifier is applied as a penalty to the saving throw. To break free from the mouth, the creature must make a saving throw vs. petrification with a penalty of 3 plus the dragon's combat modifier. Creatures making the appropriate saving throw break free and immediately begin to fall toward the ground.

Dragons younger than young adult can only snatch very small items and creatures. Rabbits, pigs, cats, hats, and weapons are the usual things these young dragons can snatch. Once dragons reach old age, they can attempt to carry a creature in each claw and snatch two victims at the same time (successful attack rolls are needed). Wyrms can carry three creatures, though one must be successfully transferred to the mouth before the third can be snatched.

Hatchlings can choose this combat proficiency. Dragons without this proficiency can make this attack if the nonproficiency penalty is applied.

A dragon can only snatch a creature that is two or more size categories smaller than itself. For example, a Gargantuan-sized dragon can snatch creatures up to Large size.

Table 14: Size Categories

Abbreviation	Size
T	Tiny (2 feet tall or less)
S	Smaller than human (2+ feet to 4 feet)
M	Man-sized (4+ feet to 7 feet)
L	Larger than human (7+ feet to 12 feet)
H	Huge (12+ feet to 25 feet)
G	Gargantuan (25+ feet)

Stall

Any dragon with the dragon flight combat proficiency (except hatchlings) can take the stall proficiency. Stall allows a flying dragon to approach the ground and halt its forward motion. This lets it hover for one round, though it must land immediately in the next round. A stalled dragon can attack with its bite and all four claws, or it can use its breath weapon. By stalling in an area with lots of loose earth or sand, a dragon's beating wings create a dust cloud of the same radius as its fear



aura. This cloud lasts one round, blinds all creatures within it, and makes spellcasting impossible. Dragons too young to have a fear radius are not big enough to create a blinding cloud of dust.

Hatchlings cannot use this proficiency. Dragons without this proficiency cannot use this combat technique.

Tail Mace

By selecting this proficiency, a dragon is able to make skillful use of the tail mace weapon (see *Book Two*). Without this proficiency, a tail mace must be used with the nonproficiency penalty.

The tail slap proficiency must already be selected before a dragon can select this proficiency. Unlike tail slap, however, the tail mace can only strike one opponent at a time.

Hatchlings cannot take this proficiency.

Tail Slap

The tail slap combat proficiency allows a dragon to employ its tail as a weapon against opponents to its rear and sides. The tail can strike a number of opponents equal to the dragon's age category. For example, a juvenile dragon can strike up to four opponents. The tail slap inflicts damage equal to a dragon's two claws, but each opponent to be hit requires a successful attack roll.

An opponent struck by a tail slap must make a successful saving throw vs. petrification (adjusted by the dragon's combat modifier) or be stunned for 1d4+1 rounds.

Tail slaps can smash light wooden structures. They can also be used to cause damage to larger, more solid structures. Dragons with this proficiency gain a +5% bonus to their bend bars/lift gates rolls when using tail slaps to cause structural damage (see Chapter One).

Hatchlings cannot take this proficiency. Because of the difficulty of learning to use its tail as a weapon, a dragon cannot use this attack until it has this proficiency.

Wing Buffet

The wing buffet combat proficiency allows dragons to use their wings as weapons against opponents to either side. Only one wing can strike a specific opponent in a single round. A wing buffet inflicts the same damage as a claw attack, and an opponent struck by a wing buffet must roll its Dexterity

or less on 1d20 or be knocked to the ground.

Hatchlings cannot take this proficiency. Because of the difficulty of learning to use its wing as a weapon, a dragon cannot use this attack until it has this proficiency.

Wing Spur

By selecting wing spur, a dragon is able to make skillful use of the wing spurs weapon (see *Book Two*). Without this proficiency, wing spurs must be used with the nonproficiency penalty.

The wing buffet proficiency must already be selected before a dragon can select wing spur.

Hatchlings cannot take this proficiency.

Noncombat Proficiencies

Dragons, especially the highly civilized dragons of the Io's Blood island chain, are more than combat machines. They are intelligent beings with interests ranging over a wide variety of subjects. By taking noncombat proficiencies for your dragon character, you will be adding to the character's details, thus creating a more rounded, more complete player character.

As with combat proficiencies, a dragon starts with a specific number of noncombat proficiency slots and earns more as it advances. Initial slots must be assigned before a dragon participates in its first adventure—they cannot be saved. Any slots not filled are lost. Slots acquired later can be saved to add more expensive proficiencies.

Alertness

Alertness allows a dragon to instinctively notice and recognize signs of a disturbance in the immediate vicinity. This proficiency reduces a dragon's chance of being surprised by 1 if it makes a successful proficiency check.

Hatchlings can take this proficiency.

Ancient History

The dragon learns the legends, lore, and history of an ancient time and place, including principle legends, events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the times. Common specific topics of knowledge are the founding of the Council of Wyrms and various historical periods in the Io's Blood chain.

Hatchlings cannot take this proficiency.

Appraising

This proficiency allows a dragon to accurately appraise the authenticity and value of antiques, art objects, jewelry, cut gem stones, or other crafted items it can use for its treasure hoard. Success on the roll means the dragon determines the item's value. Failure means the dragon cannot establish the exact value. A roll of 20 means the item has no value to the dragon.

Hatchlings cannot take this proficiency.

Astrology

This proficiency is identical to the one described in the *Player's Handbook*: It allows preparation of a horoscope giving a 30-day forecast of general events. A failure means no information is gained, while a roll of 20 is a wildly inaccurate prediction. Dragons believe that the will of their gods, especially Io, can be seen in the activity of the stars. Dragon-priests often take this proficiency as part of their repertoires. The +1 bonus to navigation checks (if the stars are visible) is especially useful when dragons head off on long flights.

Hatchlings cannot take this proficiency.

Burrow

A dragon with this proficiency knows how to tunnel through the ground. Only those dragons with the burrow movement rate (Br) can select this proficiency, and until they do they cannot travel in this manner.

Hatchlings can take this proficiency.

Chanting

chanting dragon can keep its servants working on an even pace or its soldiers marching in perfect step. A dragon's chant is a beautiful, haunting melody that causes all who hear it to become slightly hypnotized by the rhythmic sound. This makes the time spent on arduous, repetitive tasks pass more quickly.

Hatchlings cannot take this proficiency.

Danger Sense

Danger sense provides a dragon with a sixth sense that warns of impending danger. On a successful check, a dragon avoids a trap at the last second or otherwise senses danger due to a sudden warning tingle that cannot be ignored. This proficiency lets dragons spot traps or receive initiative against hidden opponents, but offers no benefit against

opponents who are in the open and making no attempt to hide their actions. A failed proficiency check indicates that the dragon senses nothing out of the ordinary and play continues normally.

Hatchlings can take this proficiency.

Debate

With debate, a dragon can hold its own in formalized arguments, in dialogues of persuasion, and in discussions involving opposing points of view—all without losing its temper. While a dragon cannot automatically sway a crowd or convince someone to believe its point of view, the proficiency does allow a dragon to impress others with its acute mental faculties.

A successful proficiency check gives a dragon a +2 bonus to reaction checks when engaged in formal arguments with other dragons or even with members of other intelligent species. A failed check indicates that the dragon has muddled its argument and receives a -1 penalty to reaction checks. The debate proficiency is extremely useful for those dragons who like to engage in conversation or are active in the Council of Wyrms.

Hatchlings cannot take this proficiency.

Direction Sense

This proficiency gives a dragon who concentrates for 1-6 rounds a chance to determine its direction of travel. Failure means the dragon is 90 degrees off the mark. A roll of 20 means the dragon is 180 degrees off. Success reduces the chance of getting lost during overland travel by 5%.

For dragons, this proficiency only works for land travel. For air or sea travel, dragons use the navigation proficiency.

Hatchlings can take this proficiency.

Endurance

Endurance allows strenuous activity to be maintained for twice as long as normal. Tasks requiring extreme endurance require a proficiency check. The proficiency does not counter the effects of starvation or thirst, but it does increase flying distances.

Hatchlings cannot take this proficiency.

Etiquette

Etiquette is described in the *Player's Handbook*: it provides knowledge of proper behavior and forms of address. It does not replace role-playing. For

dragons, it applies to the customs and protocols of dragonkind and the Council of Wyrms.

Hatchlings cannot take this proficiency.

Fishing

Fishing means the character is skilled in the art of fishing. Dragons fish without hooks, lines, nets, or spears. They learn to use their claws and teeth to catch tasty morsels from the water. Proficiency checks are made on an hourly basis, with failure meaning no fish are caught. Local conditions may affect the required rolls and results, though generally success will provide enough fish for a meal.

Hatchlings can take this proficiency.

Gaming

Gaming is described in the *Player's Handbook*, and covers most common games of chance and skill, including cards, dice, bones, draughts, and chess. Dragons prefer riddles, jokes, and puzzles to games of chance. If the game is not actually played, a successful check means a win. If both players are proficient, the highest successful roll wins. Cheating adds a +1 bonus to the ability score, though a roll of 17+ means the cheater is caught.

Hatchlings cannot take this proficiency.

Harness Subconscious

Only gem dragons may take the harness subconscious proficiency. It allows a gem dragon to temporarily boost its total PSPs. Before harnessing subconscious energies, a dragon must be at its PSP maximum. The dragon must then spend 48 consecutive hours meditating, taking breaks only to eat and sleep. At the end of this period, the dragon makes a proficiency check. A success increases its PSP total by 20%, rounded up. The increase lasts for 72 hours.

During the 72 hours of increased psionic strength, the dragon cannot recover PSPs beyond its usual maximum. At the end of this period, the dragon loses as many PSPs as it gained—but this loss cannot reduce its total below 0.

Hatching cannot take this proficiency.

Healing

Healing is described in the *Player's Handbook*. A successful check within one round of wounding restores 1d3 hit points (once per character per day); continued care automatically allows 1 (while traveling) or 2 (with complete bedrest) points of healing per day. Of course,

a dragon learns to heal other dragons, so this proficiency cannot be used to aid any types of creatures other than a dragon's own kindred. (A dragon with this proficiency can always try to help its own kindred.)

If a dragon wishes, it can use additional slots to learn demihuman healing (for the same cost as the healing proficiency). Demihuman healing covers dwarves, elves, and gnomes.

Hatchlings cannot take this proficiency.

Herbalism

Herbalism allows a dragon to identify plants and fungi, and also prepare nonmagical potions, poultices, powders, balms, salves, and ointments for medical purposes. See the *Player's Handbook* for more details.

Hatchlings cannot take this proficiency.

Hunting

Hunting is described in the *Player's Handbook*. With this proficiency, a dragon learns to stalk and bring down game with its natural weapons and talents. The DM decides the availability and type of prey. The ability score receives a -1 penalty for every nonhunter present. Success gets the group within 200 yards of the prey (100 + 1d100). Closing, if desired, requires a check every 20 yards.

Hatchlings can take this proficiency.

Hypnosis

Only gem dragons may take hypnosis. With this proficiency, a dragon can hypnotise another character (dragon or demihuman), placing the subject into a relaxed state in which he is very susceptible to suggestions. Hypnosis is not possible unless the subject is willing and knows what is occurring.

Hypnotism can induce a character to remember forgotten events, cure a bad habit, or be used to calm and relax someone. See *The Complete Psionics Handbook* for more details.

Hatchlings cannot take this proficiency.

Intimidation

Intimidation allows a dragon to bend others to its will through the use of fear tactics. NPCs who are intimidated are likely to do as they are instructed. They are also likely to harbor much resentment against the dragon who intimidates them. This resentment remains hidden until an opportunity for revenge presents itself (which may never happen).

Intimidation can be attempted with either

Strength or Charisma. Using Strength means a threat of immediate bodily harm. Charisma means the use of more subtle threats, which need not be physical in nature. Other PCs cannot be intimidated using this proficiency.

Hatchlings cannot take this proficiency.

Kindredbond

Both dragons and demihumans can take this proficiency. It allows a dragon to initiate the bonding process between itself and a selected demihuman vassal. All dragons of the Io's Blood Isles must have this proficiency by juvenile age (4th level). The dragon can then bond with any one demihuman who also has this proficiency.

The bond establishes an empathic link between a dragon and its kindred. The pair can communicate through this link in a very limited way, with the dragon being able to receive much more than the kindred. If a dragon and its kindred are cooperating in a combat situation, the bond lets them coordinate their movements, giving both a +1 attack bonus and a +1 AC bonus. The bond is especially important for dragonriders (see kit details in *Book Two*).

Hatchlings cannot take this proficiency.

Languages, Ancient

This proficiency is described in the *Player's Handbook*: It allows a dragon to either **speak** or **read and write** a specific ancient language.

Hatchlings cannot take this proficiency.

Languages, Modern

As in the *Player's Handbook*, this allows a dragon to speak any of the current languages used in the isles. These include the languages of the dragons (metallic, gem, chromatic, and High Draconic), the demihuman languages, and the languages of the various monster races.

Hatchlings receive their dragon language free of charge. They may also take High Draconic if they spend a slot.

Local History

Local history is described in the *Player's Handbook*: For dragons, this proficiency provides a storehouse of knowledge about a specific dragon domain, its ruler, clan, demihuman population, and local monsters. This information is provided by the DM as necessary. The character can also tell

local tales (and check for a +2 Charisma bonus for an encounter), as decided by the DM.

Hatchlings cannot take this proficiency.

Looting

Looting represents a knack for grabbing choice bits of treasure in a short amount of time. A successful proficiency check allows a dragon to recognize and grab the most valuable combination of items for its hoard according to the limitations of the situation (time, location, enemies, free claws, etc.).

Hatchlings cannot take this proficiency.

Lore

Lore allows a dragon to specialize in a specific area of knowledge. Every slot used to purchase lore must be assigned a specific subject. Examples of appropriate lore topics include dragon slayers, fire giants, subterranean realms, sea life, and the undead.

The DM must determine the level of a particular piece of knowledge when a PC wants to make a lore check. Does the character know anything useful on the topic in question? The DM assigns a level—student, expert, or master—to each piece. Checks are made at -3, -6, or -9, respectively. If the check fails, the PC lacks that sought-after bit of knowledge. After the adventure, the PC can study (for three, six, or nine weeks, as per the level assigned) to make another check to gain that knowledge.

A specific lore subject can be slotted up to three times, reflecting a PC's level of expertise (as student, expert, or master). Each level provides a +1 bonus to lore checks on that subject. Thus a PC with student-level lore of sea life gets a +1 bonus to those checks, while a master of the subject gets a +3 bonus.

Hatchlings cannot take this proficiency.

Meditative Focus

Only gem dragons may take the meditative focus proficiency. With it, a gem dragon can focus its mental energy on one particular psionic discipline. As a result, its power scores in that discipline temporarily increase, while those in other disciplines decline.

The dragon must spend 12 uninterrupted hours meditating—the last four in a deep trance—to focus its energy. PSPs can be recovered normally during this period.

When the meditation is completed, the dragon makes a proficiency check. A successful check means

that the focus worked. All of the dragon's psionic power scores in the chosen discipline are increased by 2 points for the next 24 hours, or until its PSPs are reduced to 0. All power scores for the dragon's other disciplines are reduced by 1 point for the same period.

Hatchlings cannot take this proficiency.

Mining

or dragons, the mining proficiency allows a dragon to determine the types of ores and gems that may be found in a given area, as well as the best mining sites. As described in the *Player's Handbook*, a week of examination typically covers a four-square-mile area, and a successful check finds the best site. Dragons will not use the proficiency to supervise a working mine (as they prefer to leave such work to their vassals).

Hatchlings cannot take this proficiency.

Navigation

Navigation is described in the *Player's Handbook*. The proficiency allows a dragon to find its way by the stars, currents, and other signs. A successful check reduces the chance of getting lost at sea by 20%. Dragons also use this proficiency when flying long distances (out of their local territory).

Hatchlings can take this proficiency.

Observation

Every dragon is observant, though some can be better than the norm. This proficiency enhances a dragon's powers of observation. DMs may ask for checks (or roll them secretly) whenever there is something slightly out of the ordinary within a dragon's area of sight.

This also adds +10% bonus to the special dragon senses ability all dragons possess (see "Common Dragon Abilities," in Chapter 3).

Hatchlings can take this proficiency.

Poetry

This proficiency includes the skills necessary to recite dragon poetry and judge its quality. It also indicates that a dragon has a repertoire of poems memorized for recital at any time. No check is required for a standard recitation.

If a dragon has the reading/writing proficiency, it can create original poems. A successful check indicates that the created poem is of above average quality.

Hatchlings cannot take this proficiency.

Psioncraft

The psioncraft proficiency, available only to gem dragons, is required in order for a dragon to develop its psionic abilities. It allows a dragon to identify a psionic effect, and a successful check will offer clues about the identity and location of the source.

A gem dragon must take psioncraft to gain the use of its psionic abilities. Unless a dragon player character takes the dragon-psionicist kit, psionic powers become available to a gem dragon only as innate abilities at certain levels. Once a dragon has taken psioncraft, it must wait until these innate psionic powers develop before it can use them. See "Special Abilities" later in this chapter for information on which psionic powers are available and when.

Hatchlings cannot take this proficiency.

Reading/Writing

This proficiency is described in the *Player's Handbook*. It allows a dragon to read and write a modern language it can speak. Each of the dragon languages has a written counterpart. Unless a dragon has a Dexterity score of 13 or better, it cannot make use of pens or brushes for writing on scrolls. Without a high Dexterity, the best a dragon can do is carve runes with its claws.

Hatchlings cannot take this proficiency.

Rejuvenation

Rejuvenation is only available to gem dragons. It allows a gem dragon to recover PSPs while meditating, as quickly as if sleeping. In this meditative state, the dragon is still conscious and aware of its surroundings—it suffers no penalties on surprise or initiative rolls, and is not helpless if attacked. In this state, the dragon cannot expend PSPs, however.

Hatchlings cannot take this proficiency.

Religion

This proficiency is described in the *Player's Handbook*. This is assumed to be one of the following: general knowledge of the prevailing religion among the local vassals, general knowledge of the Custodians of Concordance, general knowledge of a religion of a local monster group, or general knowledge of a personal patron. Specific knowledge requires a proficiency check. Adding a second proficiency in the same religion gives specific knowledge (such as its organization, rites, holy days, etc.). Dragon religion is detailed in *Book Two*.

Hatchlings cannot take this proficiency.

Rulership

This proficiency enhances a dragon's skills as a ruler. Dragons who take this proficiency before attaining a domain of their own learn the techniques of leadership and often serve as administrators and ambassadors for their clans.

When dealing with vassals of its own clan, a dragon receives a +2 reaction bonus for a successful proficiency check. When dealing with those from outside its domain (or clan territory), a dragon's rulership abilities give a +1 bonus, reflecting the authority and tone of command it displays.

Hatchlings cannot take this proficiency.

Set Traps

This proficiency allows dragons to set traps in their lairs or to prepare trapped areas as ambushes (as emerald dragons are wont to do). A proficiency check must be rolled when the trap is first constructed (and every time it is set). A failed check means the trap will not work, though the dragon should not necessarily realize this. Of course, successfully building and setting a trap does not mean it automatically catches anything.

The complexity of a trap determines how long it takes to construct: small, simple traps (like snares) take one hour; larger, more complex traps take 2d4 hours of work; traps designed to catch intelligent creatures require 1d8 hours. The dragon must have appropriate materials on hand to construct a trap.

Hatchlings cannot take this proficiency.

Singing

This proficiency is described in the *Player's Handbook*. The dragon can sing with skill without a proficiency check. Composition does require a proficiency check. While it is unusual, it is not unheard of for a young dragon to travel the isles as an entertainer for a brief (in draconic years) period of time.

Hatchlings can take this proficiency.

Spellcraft, Priest

Unlike the proficiency used by other character races, the unique relationship dragons have with spells and magic requires the spellcraft (priest) proficiency in order to cast priest spells.

Unless a dragon player character takes the dragon-priest kit (see *Book Two*), innate priest spells will become available (to certain dragon types) only at specific levels.

Once a dragon has taken the spellcraft (priest) proficiency, it must wait until its innate priest spell slots open (as the dragon ages) before it can use priest spells. Table 5: Dragon Information by Age (Type Specific) shows which dragons have access to priestly magic and at what level. For example, a gold dragon has one priest spell at old age (8th level). See "Spells" later in this chapter for more information on dragon spell abilities and how they work.

Dragon PC kits that can take spellcraft (priest) are gold, silver, bronze, copper, brass, amethyst, sapphire, emerald, topaz, and crystal. The red and blue dragon NPCs also have access to priest spells. Each of these dragon types can also choose to take the dragon-priest kit.

Hatchlings cannot take this proficiency.

Spellcraft, Wizard

Unlike the proficiency used by other character races, the unique relationship dragons have with spells and magic requires the spellcraft (wizard) proficiency in order to cast wizard spells.

Unless a dragon player character takes the dragon-mage kit, innate wizard spells will become available only at specific levels. The dragon must wait until its innate wizard spell slots open (with age) before it can use those spells. Table 5: Dragon Information by Age (Type Specific) shows which dragons have access to wizard magic and at what level. For example, a gold dragon gets one wizard spell at juvenile age (4th level). See "Spells" later in this chapter for more information on dragon spells and how they work.

Any dragon type can take wizard spellcraft. Any type of dragon can take the dragon-mage kit. Hatchlings cannot take this proficiency.

Stewardship

Younger dragons and kindred often take the stewardship proficiency to help govern the territory of their clans. It provides the administrative knowledge and skills necessary to handle the day-to-day running of a dragon domain. As most older dragons have little patience for such matters, it falls to trusted vassals and younger family members to handle the proper management of land resources and the servants assigned to them.

A dragon (or demihuman) with this proficiency understands the technical business of land and estate management, as well as the politics and personalities of the ruling class. These characters are

alert and sensitive to the power and influence of clan members and demihuman retainers. They know where to seek information and how to achieve the objectives of their dragon lords (and even advance their own personal goals). They recognize the strengths and weaknesses within their area of influence, and they know how to use these to best advantage. Finally, they know how to best impress their dragon lords and whatever guests they may be currently entertaining.

A failed check leads to some social blunder or miscalculation whose ramifications are left to the DM.

Hatchlings cannot take this proficiency.

Survival

This proficiency is described in the *Player's Handbook*. It gives a basic understanding of the natural hazards of the chosen environment. A successful check allows a dragon to find the location of whatever food or water might be available (failure means nothing was found and no more checks can be made that day).

Hatchlings can take this proficiency only for their natural terrain. For example, a hatchling bronze from the shores of the southern islands could take survival (jungle), but would have to wait until it advanced in level and gained additional noncombat proficiency slots before taking survival (arctic).

Swimming

This proficiency allows a dragon to swim. Those without the proficiency can do no more than hold their breath and float. Dragons with a swim (Sw) movement rate must take this proficiency before they can use this form of travel. Even dragons without the Sw rate can take this proficiency, though they are never as comfortable in the water as those who are naturally drawn to it.

Hatchlings can take this proficiency.

Tease

Tease allows a dragon to jape and jeer an opponent into acting rashly. The teasing dragon must have initiative. Teasing affects a single opponent with an Intelligence score of 4 or better. Although teasing includes gestures and body language, the opponent must be able to understand the teasing in order to be affected. Success means the teasing works, failure means it doesn't. A natural 20 means the opponent will unleash its most devastating attack form against the teaser.

A successfully teased opponent rushes to attack the teasing dragon with physical force, ignoring any innate abilities, spells, ranged attacks, magic, or breath weapons of its own. Teasing effects last for one round, during which the teasing dragon is limited to physical attacks.

Hatchlings cannot take this proficiency.

Tracking

Tracking is described in the *Player's Handbook*. It allows a dragon to trail a creature through most types of terrain. Proficiency checks may be required to find trails, avoid losing trails, and to estimate the type and number of creatures being trailed. Tracking speed varies between one-quarter and three-quarters normal movement rate, depending on the overall chance to track.

Dragons use this proficiency as if they were rangers (without the -6 penalty).

Hatchlings cannot take this proficiency.

Trick

Trick is the ability to create a diversion to confuse and fluster an opponent. A trick can be as simple a ploy as shouting, "Look, over there!" In the round when a dragon decides to attempt a trick, that is the only action it performs.

If a tricking dragon wins initiative and makes a successful proficiency check, the trick works. Its opponent cannot act this combat round, and in the next round it acts after the tricking dragon. A failed check means the trick backfires, causing the tricking dragon to act after all other opponents in the next combat round. A natural 20 means the dragon loses all actions in the next combat round, and loses initiative in the round after that. Checks are modified by the opponent's Intelligence score.

Opponent's Intelligence	Modifier
3 or less	+5
4-5	+3
6-8	+1
9-11	0
12-13	-1
14-15	-2
16-17	-3
18	-4
19	-5
20+	-7

Weather Sense

Weather sense is described in the *Player's Handbook*. A successful check means the dragon knows the weather for the next six hours. One check can be made every six hours. For every six hours spent watching the weather (only), the dragon can add +1 to its ability score.

Hatchlings cannot take this proficiency.

Special and Innate Abilities

All dragons possess certain special abilities. Special abilities are listed by dragon type, with all pertinent information (such as when the ability manifests) included. The special abilities of the NPC dragons are included for completeness.

Innate abilities are magical powers that a dragon can use at will. The majority of these abilities function like spells, with the same range, area of effect, and duration as spells of the same name. These abilities do not require components of any sort. They are activated by a simple mental command, and have a casting time of 3. A dragon can use one innate ability per round. In the round that the ability is used, the dragon cannot make a physical attack, use its breath weapon, or cast a spell.

Innate psionic abilities are determined for each gem dragon as they develop. Neither the player nor any campaign agency has any control over which psionic abilities develop.

Catalyst Option

It is suggested that the optional innate ability catalyst rule be used. Under this rule, once a dragon reaches the proper age it does not automatically receive these abilities. The player and DM should get together to devise a proper catalyst to trigger the development of an ability. This could be as major as the completion of a quest or as minor as spending some time taking a specific action. For example, when a young sapphire dragon seeks to activate its *continual light* ability, it might have to spend three days basking in the sun to absorb as much light as possible.

Gold Dragon

Special Abilities: Can communicate with any intelligent creature (18% chance at hatching, 5% increase at each new age category); spells and magical abilities at 11th level plus combat modifier; immune to fire and gas.

Innate Abilities: HATCHLING: water breathing, speak with animals freely, polymorph self three times per day; YOUNG: bless three times per day; JUVENILE: detect lie three times per day; ADULT: animal summoning once per day; MATURE ADULT: luck bonus once per day; OLD: quest once per day, detect gems three times per day.

Using the luck bonus, a mature adult gold can enchant a gem to bring good luck. The gem must be from the dragon's hoard. If carried by the dragon, it and every good creature in a radius equal to 10 feet per age category of the dragon receives a +1 bonus to all saving throws, as per a *stone of good luck*. If the dragon gives away the gem, only the bearer receives the bonus. The enchantment lasts three hours per age category of the dragon, plus 1d3 hours, or until the gem is destroyed.

Detect gems allows a dragon to know the number and kind of precious stones within a 30-foot radius for a duration of one round.

Silver Dragon

Special Abilities: Can communicate with any intelligent creature (16% chance at hatching, 5% increase at each new age category); spells and magical abilities at 6th level plus combat modifier; immune to cold.

Innate Abilities: HATCHLING: polymorph self three times per day, cloud walk (functions continuously but can be negated and resumed at will); YOUNG: feather fall twice per day; JUVENILE: wall of fog once per day; ADULT: control winds three times per day; MATURE ADULT: control weather once per day; OLD: reverse gravity once per day.

Using cloud walk, a silver dragon can tread on clouds or fog as though on solid ground.

Bronze Dragon

Special Abilities: Can communicate with any intelligent creature (16% chance at hatching, 5% increase at each new age category); spells and magical abilities at 8th level plus combat modifier; immune to electricity.

Innate Abilities: HATCHLING: water breathing, speak with animals at will; YOUNG: create food and

water three times per day; polymorph self three times per day; JUVENILE: wall of fog once per day; ADULT: ESP three times per day; MATURE ADULT: airy water three times per day in a 10-foot radius per age category; OLD: weather summoning once per day.

Copper Dragon

Special Abilities: Can communicate with any intelligent creature (14% chance at hatching, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; jump 30 yards forward or sideways, reaching heights of 20 feet at mid leap; jump 30 feet straight up; immune to acid.

Innate Abilities: HATCHLING: spider climb (stone surfaces only); YOUNG: neutralize poison three times per day; JUVENILE: stone shape twice per day; ADULT: forget once per day; MATURE ADULT: rock to mud once per day; OLD: move earth once per day; GREAT WYRM: wall of stone once per day.

Brass Dragon

Special Abilities: Spells and magical abilities at 6th level plus combat modifier; immune to fire and heat.

Innate Abilities: HATCHLING: speak with animals freely; YOUNG: create or destroy water three times per day; JUVENILE: dust devil once per day; ADULT: suggestion once per day; MATURE ADULT: control temperature three times per day in a 10-foot radius per age category; OLD: control winds once per day; GREAT WYRM: summon djinns once per week.

Amethyst Dragon

Special Abilities: Can communicate with any intelligent creature (18% chance at hatching, 5% increase at each new age category); spells and magical abilities at 9th level plus combat modifier; immune to poisons, force attacks, and force effects (such as *beads of force*, *Bigby's hand* spells, *Otiluke's resilient sphere*, and *wall of force* spells).

Innate Abilities: HATCHLING: water breathing, cloud walk (functions continuously but can be negated and resumed at will); YOUNG: water walking six times per day; JUVENILE: neutralize poison six times per day; ADULT: shapeshape three times per day; OLD: Otiluke's resilient sphere three times per day; VERY OLD: reflecting pool once per day; VENERABLE: control weather once per day.

Shapeshape works like the druid ability (*Player's Handbook*, page 37) with the following exception:

upon assuming a new form, the dragon does not regain any lost hit points.

Psionic Abilities: Amethyst dragons, like all gem dragons, have psionic powers. These begin to manifest at young age (3rd level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, no matter how old a dragon gets. Only the psionic strength points continue to increase until the maximum limit is reached. For amethyst dragons, PSPs cannot exceed 250. The dragon psionist kit is detailed in *Book Two*. (See *The Complete Psionics Handbook* for more information on psionics and psionists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
3	1	1	1	1	25
4	2	1	3	1	50
5	2	2	4	2	100
6	2	2	5	2	150
7	2	3	5	3	200
8	3	3	5	3	250

Available Powers: Psychokinesis—*Sciences*: detonate, project force, telekinesis; *Devotions*: control body, inertial barrier, molecular agitation; Psychometabolism—*Sciences*: complete healing, energy containment, metamorphosis; *Devotions*: cell adjustment, expansion, reduction; Telepathy—*Sciences*: domination, mindlink, mindwipe; *Devotions*: contact, ESP, identity penetration, truth-hear; Metapsionics—*Sciences*: empower, psychic surgery, ultrablast; *Devotions*: magnify, psionic sense, psychic drain.

Sapphire Dragon

Special Abilities: Can communicate with any intelligent creature (16% chance at hatching, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; immune to all forms of fear; immune to *web*, *hold, slow*, and *paralysis* spells.

Innate Abilities: YOUNG: continual light three times per day; JUVENILE: stone shape three times per day; ADULT: antimagic shell once per day; MATURE ADULT: passwall six times per day; VENERABLE: wall of stone three times per day; GREAT WYRM: sunray three times per day.

Psionic Abilities: Sapphire dragons have psionic

powers. These begin to manifest at juvenile age (4th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. For sapphire dragons, PSPS cannot exceed 200. Dragons using the psionicist kit gain psionic powers as psionicist PCs of the same level.

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
4	1	1	1	1	50
5	2	1	2	1	100
6	2	2	4	2	200

Available Powers: Clairsentience—*Sciences*: clairaudience, clairvoyance; *Devotions*: know direction, radial navigation; Psychokinesis—*Sciences*: disintegrate, molecular rearrangement, telekinesis; *Devotions*: animate shadow, control light, molecular manipulation, soften; Psychoportation—*Sciences*: any; *Devotions*: any.

Emerald Dragon

Special Abilities: Can communicate with any intelligent creature (14% chance at hatching, 5% increase at each new age category); spells and magical abilities at 6th level plus combat modifier; immune to sound-based attacks.

Innate Abilities: HATCHLING: flame walk; YOUNG: audible glamor three times per day; JUVENILE: hypnotism three times per day; ADULT: Melf's minute meteors three times per day; MATURE ADULT: hold person three times per day; VENERABLE: animate rock once per day; GREAT WYRM: geas once per day.

An emerald dragon uses the rippling movement of its scales to stimulate hypnotism and geas.

Psionic Abilities: Emerald dragons have psionic powers. These begin to manifest at young adult age (5th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. Dragons using the psionicist kit gain psionic powers as psionicist PCs of the same level. (See *The Complete Psionics Handbook* for more information on psionics and psionicists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
5	1	1	1	1	45
6	2	1	2	1	90
7	2	2	3	2	180

Available Powers: Clairsentience—*Sciences*: aura sight, object reading, precognition; *Devotions*: all-around vision, combat mind, danger sense; Telepathy—*Sciences*: ejection, mindlink, probe; *Devotions*: contact, ESP, life detection, sight link, sound link.

Topaz Dragon

Special Abilities: Can communicate with any intelligent creature (12% chance at hatching, 5% increase at each new age category); spells and magical abilities at 5th level plus combat modifier; immune to cold.

Innate Abilities: HATCHLING: water breathing; YOUNG: protection from evil or good three times per day; JUVENILE: blink three times per day; ADULT: wall of fog three times per day; MATURE ADULT: airy water three times per day, 10-foot radius per age category; OLD: part water once per day.

Psionic Abilities: Topaz dragons have psionic powers. These begin to manifest at adult age (6th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. Dragons using the psionicist kit gain psionic powers as psionicist PCs of the same level. (See *The Complete Psionics Handbook* for more information on psionics and psionicists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
6	1	1	1	1	30
7	1	1	2	1	60
8	1	1	3	2	120

Available Powers: Psychokinesis—*Sciences*: telekinesis; *Devotions*: animate object, control wind, molecular manipulation, soften; Psychometabolism—*Sciences*: energy containment, life draining, metamorphosis; *Devotions*: biofeedback, body equilibrium, cause decay, chemical simulation.

Crystal Dragon

Special Abilities: Can communicate with any intelligent creature (10% chance at hatching, 5% increase at each new age category); spells and magical abilities at 5th level plus combat modifier; immune to light-based attacks and normal cold.

Innate Abilities: HATCHLING: charm person at will; JUVENILE: color spray three times per day; MATURE ADULT: suggestion three times per day; VERY OLD: luck scale once per day; GREAT WYRM: control winds three times per day.

Luck scale allows a dragon to enchant one of its scales as a *stone of good luck*. The enchantment lasts one hour per age category. These enchanted scales are usually given to trusted vassals or kindred involved in important missions.

Psionic Abilities: Crystal dragons have psionic powers. These begin to manifest at young adult age (5th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. Dragons using the psionist kit gain psionic powers as psionicists PCs of the same level. (See *The Complete Psionics Handbook* for more information on psionics and psionicists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
5	1	1	1	1	25
6	1	1	1	1	50
7	1	1	2	1	100

Available Powers: Clairsentience—Sciences: clairaudience, clairvoyance, precognition; Devotions: any.

Red Dragon

Special Abilities: Can communicate with any intelligent creature (16% chance at hatching, 5% increase at each new age category); spells and magical abilities at 9th level plus combat modifier; immune to fire.

Innate Abilities: YOUNG: affect normal fires three times per day; JUVENILE: pyrotechnics three times per day; ADULT: heat metal once per day; OLD: suggestion once per day; VERY OLD: hypnotism once per day; VENERABLE: detect gems three times per day.

Detect gems allows a dragon to know the number and kind of precious stones within a 100-foot radius for a duration of one round.

Blue Dragon

Special Abilities: Can communicate with any intelligent creature (12% chance at hatching, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; immune to electricity.

Innate Abilities: YOUNG: create or destroy water three times per day; JUVENILE: sound imitation at will; ADULT: dust devil once per day; OLD: ventriloquism once per day; VENERABLE: control winds once per day; GREAT WYRM: hallucinatory terrain once per day.

Green Dragon

Special Abilities: Can communicate with any intelligent creature (12% chance at hatching, 5% increase at each new age category); spells and magical abilities at 6th level plus combat modifier; immune to gases.

Innate Abilities: JUVENILE: water breathing; ADULT: suggestion once per day; MATURE ADULT: warp wood three times per day; OLD: plant growth once per day; VERY OLD: entangle once per day; GREAT WYRM: pass without trace three times per day.

Black Dragon

Special Abilities: Can communicate with any intelligent creature (10% chance at hatching, 5% increase at each new age category); spells and magical abilities at 5th level plus combat modifier; immune to acid.

Innate Abilities: HATCHLING: water breathing; JUVENILE: darkness three times per day in a 10-foot radius per age category; ADULT: corrupt water once per day; OLD: plant growth once per day; VENERABLE: summon insects once per day; GREAT WYRM: charm reptiles three times per day.

Corrupt water allows a dragon to stagnate 10 cubic feet of water per age category, making it foul, stagnant, and unable to support animal life. If this ability is used against potions or elixirs, they become useless if a 15 or better is rolled on 1d20.

Charm reptiles operates like a *charm mammals* spell, except it only works on reptiles.

White Dragon

Special Abilities: Can communicate with any intelligent creature (7% chance at hatching, 5% increase at each new age category); spells and magical abilities at 5th level plus combat modifier; immune to cold.

Innate Abilities: JUVENILE: ice walking; MATURE

ADULT: gust of wind three times per day; **VERY OLD:** wall of fog three times per day; **GREAT WYRM:** freezing fog three times per day.

Ice walking allows a dragon to walk across ice as easily as other creatures walk across dry, flat ground. Wall of fog produces snow and hail instead of rain. Freezing fog obscures vision in a 100-foot radius and causes a thin layer of ice to form on the ground and all other surfaces in the area.

Common Dragon Abilities

Communicate with Intelligent Creatures

All dragons (except brass dragons) have an innate talent that lets them communicate telepathically with any intelligent creature. This ability is not automatic. Instead, it is based upon a percentage roll which increases as a dragon gets older. At the start of each age category, a dragon's player rolls to see if the ability has been activated. If it has, this telepathic power remains available for the rest of a dragon's life. If it is not activated, the dragon cannot make another activation check until it reaches its next age category.

Once activated, a dragon can use this ability to hold mental conversations with any intelligent creatures within the immediate vicinity. It can hold contact with a number of creatures equal to its level (four at 4th level, for example), allowing all of those to "hear" its mental voice simultaneously.

Lair Clairaudience

All dragons have a special connection to their lairs, based upon the bond they forge with their treasure hoards. After the first time a dragon meets all of the requirements for level advancement (age category, experience points, treasure hoard) and enters into dragon sleep, this special bond is formed. From that point on, a dragon possesses the ability called *lair clairaudience*.

From a distance of miles equal to the dragon's age category (six miles at adult age, for example), the dragon can concentrate upon a specific spot in its lair and hear in its mind any noise within 20 feet per age category of that spot. This ability is innate and can be used any number of times per day.

Dragon Senses

All dragons have excellent senses of sight, smell, and hearing, as well as infravision to 120 feet. They can detect all invisible objects and creatures

(including things hidden in darkness or fog) within a radius in feet equal to 10 times their age category. The chance to detect these hidden things is 35% plus 5% times a dragon's age category.

By making a successful dragon senses check, a dragon can spot secret and concealed doors, invisible or hidden creatures, traps, and other things not in plain sight.

Dragon Fear

Dragons inspire fear and panic in lesser creatures. The very sight of a young adult (or older) dragon causes creatures with fewer than 1 Hit Die (as well as all non-carnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to flee in panic for 4d6 rounds.

Organized military units, trained war mounts, and single creatures with 1 Hit Die or more (but with fewer Hit Dice than the dragon) are not panicked. They may still be stricken with fear if they are within the dragon's fear aura. The fear aura surrounds attacking dragons in a radius as specified on Table 4: Dragon Information by Age (General), and in a path along the ground directly beneath a dragon flying at 250 feet or less. Creatures not automatically panicked must make saving throws versus petrification or be stricken with fear for a number of rounds equal to the dragon's age category. Those filled with fear receive a -2 penalty to all attack and damage rolls. Table 4 also provides fear save modifiers which must be applied to dragon fear saving throws. Creatures with the same or greater Hit Dice than the dragon are immune to dragon fear.

As gem dragons are less fearsome than other dragon types, all of the fear save modifiers applied to them are bonuses. These are shown in parentheses.

Spells

All dragons have access to either wizard or priest spells, or both, starting at some point in their long lives. Most dragons develop innate spellcasting abilities due to their magical natures, while a few pursue an organized study of magical disciplines. Those dragons using the dragon PC kit develop spells haphazardly over the years. Those using the dragon priest or dragon mage kits acquire spells like other members of these classes (see *Book Two* for more information on kits). In addition, members of these kits will be able to research new or desired spells, and (at higher levels) construct magical items.

Innate Spells

Each dragon type has a specific number of spell slots available to it. These slots increase as a dragon gains experience. See Table 5: Dragon Information by Age (Type Specific) for how many slots are available to a given dragon type at each age category. See Table 15: Dragon Spell Slots for how these slots increase with each advance in age and level.

For example, Agira the silver dragon has reached very old age. At this level of advancement, she has a specific number of spell slots available. Under wizard spells, she has two slots each of 1st, 2nd, 3rd, and 4th level spells. Under priest spells, she has two slots each of 1st and 2nd level spells. When she advances to her next level, she will receive one new 4th-level wizard spell slot and two new 2nd-level priest spell slots to fill.

Innate spell slots are filled by random selection. When a new slot opens, the dragon goes off alone to contemplate the nature of magic for a number of months equal to the level of the spell slot (or slots). At the end of this period of time, the DM rolls randomly to determine which spell of that level develops in the slot. If the result is a spell the dragon already has slotted, then the dragon has another casting of that spell to use in a given day.

The DM can instead simply assign a spell of the required level, based on the direction of the campaign or perhaps inspired by campaign events. In normal circumstances, the player exercises no control over what spells develop in a dragon's innate spell slots.

Dragons can cast the spell from each spell slot once per day. Innate spellcasting does not require spellbooks, praying to deities, or somatic components. The dragon simply recovers the spells upon awaking from rest. These spells only have verbal components, with casting times of 1 regardless of level. While casting innate spells, dragons cannot fly (except to glide), physically attack, use breath weapons, or employ their other special abilities.

Table 15: Dragon Spell Slots

Gold Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	1 1st	—
6	2 2nd	—
7	2 3rd	—
8	2 4th	1 1st
9	2 5th	1 1st
10	2 6th	2 2nd

11	2 7th	2 3rd
12	1 8th	2 4th

Silver Dragon

Age	New Wizard Slots	New Priest Slots
4	2 1st	—
5	2 2nd	—
6	1 3rd	—
7	1 3rd	—
8	1 4th	2 1st
9	1 4th	2 2nd
10	1 5th	1 3rd
11	1 5th	1 3rd
12	1 6th	1 4th

Bronze Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	1 2nd	—
6	1 1st	—
7	1 2nd	—
8	1 3rd	1 1st
9	1 3rd	1 2nd
10	1 4th	1 1st
11	1 4th	1 2nd
12	1 5th	1 3rd

Copper Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	1 1st	—
6	1 1st	—
7	1 2nd	—
8	1 2nd	1 1st
9	1 2nd	1 1st
10	1 3rd	1 1st
11	1 3rd	2 2nd
12	1 4th	1 2nd

Brass Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	1 2nd	—
6	1 1st	—
7	1 2nd	—
8	1 1st	1 1st
9	1 2nd	1 2nd
10	1 1st	1 1st
11	1 2nd	1 2nd
12	1 1st	1 1st

Table 15 (con't)

Amethyst Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 1st, 1 2nd
7	1 2nd	1 3rd
8	1 1st	1 2nd, 1 4th
9	1 3rd	1 3rd, 1 5th
10	1 2nd, 1 4th	1 4th, 1 6th
11	1 3rd, 1 4th, 1 5th	1 5th
12	1 5th, 2 6th	1 6th

Sapphire Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 2nd
7	1 2nd	—
8	1 1st	1 1st
9	1 3rd	1 3rd
10	1 2nd	1 2nd, 1 4th
11	1 4th	1 3rd, 1 5th
12	1 3rd	1 4th, 1 5th

Emerald Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	—	1 1st
6	1 2nd	—
7	—	1 2nd
8	1 3rd	1 1st
9	1 1st	1 3rd
10	1 2nd	1 2nd
11	1 4th	1 4th
12	1 5th	1 3rd

Topaz Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 2nd
7	—	1 1st
8	1 2nd	1 3rd
9	1 3rd	1 2nd
10	1 1st	1 4th
11	1 2nd	1 3rd
12	1 4th	1 4th

Crystal Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 2nd
7	—	1 3rd
8	1 2nd	1 3rd
9	1 3rd	—
10	—	1 1st
11	1 1st	1 3rd
12	1 2nd	1 4th

Red Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 2nd
7	—	1 2nd
8	—	1 3rd
9	—	—
10	—	1 4th
11	—	1 4th
12	—	1 5th

Blue Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 1st
7	—	1 2nd
8	—	1 2nd
9	—	1 2nd
10	—	1 3rd
11	—	1 3rd
12	—	1 3rd

Green Dragon

Age	New Wizard Slots	New Priest Slots
4	—	1 1st
5	1 1st	—
6	—	1 1st
7	—	1 1st
8	—	1 2nd
9	—	1 2nd
10	—	1 2nd
11	—	1 2nd
12	—	1 1st

Table 15 (con't.)

Black Dragon

Age	New Wizard Slots	New Priest Slots
4	1 1st	—
5	1 1st	—
6	1 1st	—
7	1 1st	—
8	1 1st	—
9	1 1st	—
10	1 1st	—
11	1 1st	—
12	1 1st	—

White Dragon

Age	New Wizard Slots	New Priest Slots
6	1 1st	—
7	—	—
8	1 1st	—
9	—	—
10	1 1st	—
11	—	—
12	1 1st	—

Half-Dragon Abilities

Half-dragon player characters must select one of the character classes available to them as presented on Table 3: Racial Class and Level Limits. Players, with their DM's permission, should decide which demihuman race is mixed with their draconic heritage. As a starting character, the half-dragon PC has all of the racial abilities of his or her demihuman parent (as detailed in the *Player's Handbook*).

As half-dragons increase in level, the metamorphosis lurking within them begins to manifest. At 2nd, 4th and 6th level, a half-dragon PC selects one of the draconic abilities listed below and adds it to his or her character sheet. To balance this, the character must remove one demihuman racial ability. This ability has been superseded and replaced by one of draconic origin, showing the character's inevitable shift toward dragonkind.

For example, a 2nd-level half-bronze decides to take the water breathing draconic ability. This replaces the character's dwarven infravision. A DM should decide beforehand if the player will get to choose which ability is replaced, or if the decision will be made through random selection.

At 5th level, half-dragons gain the ability to use their talonlike nails as claw weapons. At 7th level,

they reach their full physical maturity and stop metamorphosing. While still obviously humanoid, they are also obviously related to dragonkind. At this level, they gain the ability to use their half-dragon breath weapon. Each of these fixed abilities must replace one demihuman racial ability.

The draconic abilities available to each half-dragon type are listed below. Note that not all of these abilities will be available to each half-dragon, as each character only receives three discretionary abilities and two fixed abilities, no matter what level of advancement the character might achieve.

Half-Gold Discretionary Abilities

(available at 2nd, 4th, and 6th level)

Water breathing (at will), speak with animals (at will), bless (twice per day), detect lie (twice per day), sleep (twice per day), dragon fear (three times per day), immune to fire, immune to gas, infravision to 90 feet.

Half-Gold Fixed Abilities

(available at 5th and 7th level, respectively)

Claw attacks (1d6/1d6), breath weapon (spray of fire 10 feet long, damage 3d6, usable twice per day).

Half-Silver Discretionary Abilities

(available at 2nd, 4th, and 6th level)

Feather fall (once per day), wall of fog (once per day), cloud walk (one hour per level per day), dragon fear (twice per day), immune to cold, infravision to 90 feet.

Half-Silver Fixed Abilities

(available at 5th and 7th level, respectively)

Claw attacks (1d4/1d4), breath weapon (spray of cold 8 feet long, damage 4d4, usable twice per day).

Half-Bronze Discretionary Abilities

(available at 2nd, 4th, and 6th level)

Water breathing (at will), speak with animals (at will), create food and water (twice per day), ESP (once per day), dragon fear (once per day), immune to electricity, infravision to 60 feet.

Half-Bronze Fixed Abilities

(available at 5th and 7th level, respectively)

Claw attacks (1d4/1d4), breath weapon (bolt of lightning 8 feet long, damage 3d4, usable twice per day).



"In battle, we have many options. But nothing provides the satisfaction of opening a toe from stem to stern with a well-placed swipe of the claws."

—Squidkiller of
Clan Deepwater

Chapter Three: Draconic Combat

Dragons are fearsome, powerful creatures with a terrible number of destructive attacks at their command. This chapter outlines the basic tactics used by each dragon type, and discusses the breath weapon and other physical attacks available to them. It also takes a brief look at the draconic "challenge of claw and wing." First, however, we need to look at some basic combat rules applicable to all of dragonkind.

Basic Combat Rules

A dragon's armor class improves with each age category (level) it advances, as shown on Table 5: Dragon Information by Age (Type Specific). Because of its great size, a dragon receives no additional defense bonuses or penalties due to its Dexterity score. Dragons that reach old age become immune to normal missiles such as arrows and other small projectiles. Large missiles (catapult stones, a giant's boulders, etc.) affect them normally. Additional defense is provided by a dragon's personal resistance to harmful magic. This resistance also increases as a dragon ages, as shown on Table 5.

Every dragon has a combat modifier that applies to damage rolls made for each physical attack (claws, bite, or physical combat proficiencies). These modifiers increase with the age of a dragon, as shown on Table 4. The combat damage modifier is not applied to breath weapon damage, or to damage caused by spells or innate abilities. If a dragon uses an attack routine for which it has no combat proficiency, then it suffers the nonproficiency penalty. (Note that some combat proficiencies cannot be used until they have been slotted.) See Chapter Two: Proficiencies and Abilities, and Table 10: Dragon Proficiency Slots, for more information.

The combat modifier also adjusts a dragon's base spellcasting level to determine the level at which it casts its spells. For example, Cuthin the copper dragon is of juvenile age. His base spellcasting ability is at 7th level. His combat modifier at juvenile age is +4. Cuthin casts spells at 11th level ($7+4=11$).

Once a dragon character takes the breath weapon combat proficiency, it has access to the breath weapon associated with its dragon type. (In the case of metallic dragons, who have two breath weapon types, they must purchase each type separately.) A dragon can use its breath weapon once every three rounds. So, if a dragon unleashes its breath weapon in the first round of combat, it can breath again in round four, round seven, round 10, etc. In the same round in which a dragon uses its breath weapon, it cannot make a physical attack or use a spell or innate ability. (See Chapter Two for an optional breath weapon rule.)

Innate abilities can be used at any time and in combination with physical attacks. Dragons casting spells cannot make any other kind of attack, use an innate ability, or fly (except to glide). Only one spell or spell-like ability can be used per round.

Dragon THAC0s

Dragon PC kits use a warrior's THAC0 of a level equal to the dragon's Hit Dice. Dragon priest kits use the priest's THAC0, dragon mages use the wizard's THAC0 line, and dragon psionicists use the psionicist THAC0. See Card #12 for Calculated Dragon Kit THAC0s.

For example, a juvenile sapphire dragon with 13 Hit Dice has a THAC0 of 8, 12, 16, or 14, depending on whether it is using the dragon, priest, mage, or psionicist kit.

Dragons vs. Weapon-Immune Creatures

Dragons can hit creatures that are immune to normal and certain magical weapons, depending on the dragons' Hit Dice total. This is outlined in the table, which follows.

Dragon's Hit Dice	Can Hit Creatures Requiring
4-5	+1 weapon or better
6-7	+2 weapon or better
8-9	+3 weapon or better
10+	+4 weapon or better

Dragon Tactics and Attacks

Every dragon type has a different approach to combat, different breath weapons, and different amounts of damage that its claws and bite can inflict. These are outlined and described below. Note that the damage caused by breath weapons is listed on Table 5. Movement abbreviations are: Fl=fly, Sw=swim, Jp=jump, Br=burrow.

Gold Dragons

Typical Tactics: Before engaging in combat, gold dragons attempt to gain the upper hand through detect lie and detect gems. They quickly use bless and luck bonus to improve their odds, and prefer to make heavy use of spells during combat.

Physical Attacks: A gold dragon's claws cause 1d10 damage, plus combat modifier. Its bite causes 6d6 damage, plus modifier.

Breath Weapon: A gold dragon has two breath weapons at its disposal. The first is a cone of fire 90 feet long, 5 feet wide at the dragon's mouth, and 30 feet wide at the end. The second is a cloud of potent chlorine gas 50 feet long, 40 feet wide, and 30 feet high. Opponents save vs. breath weapon for half damage.

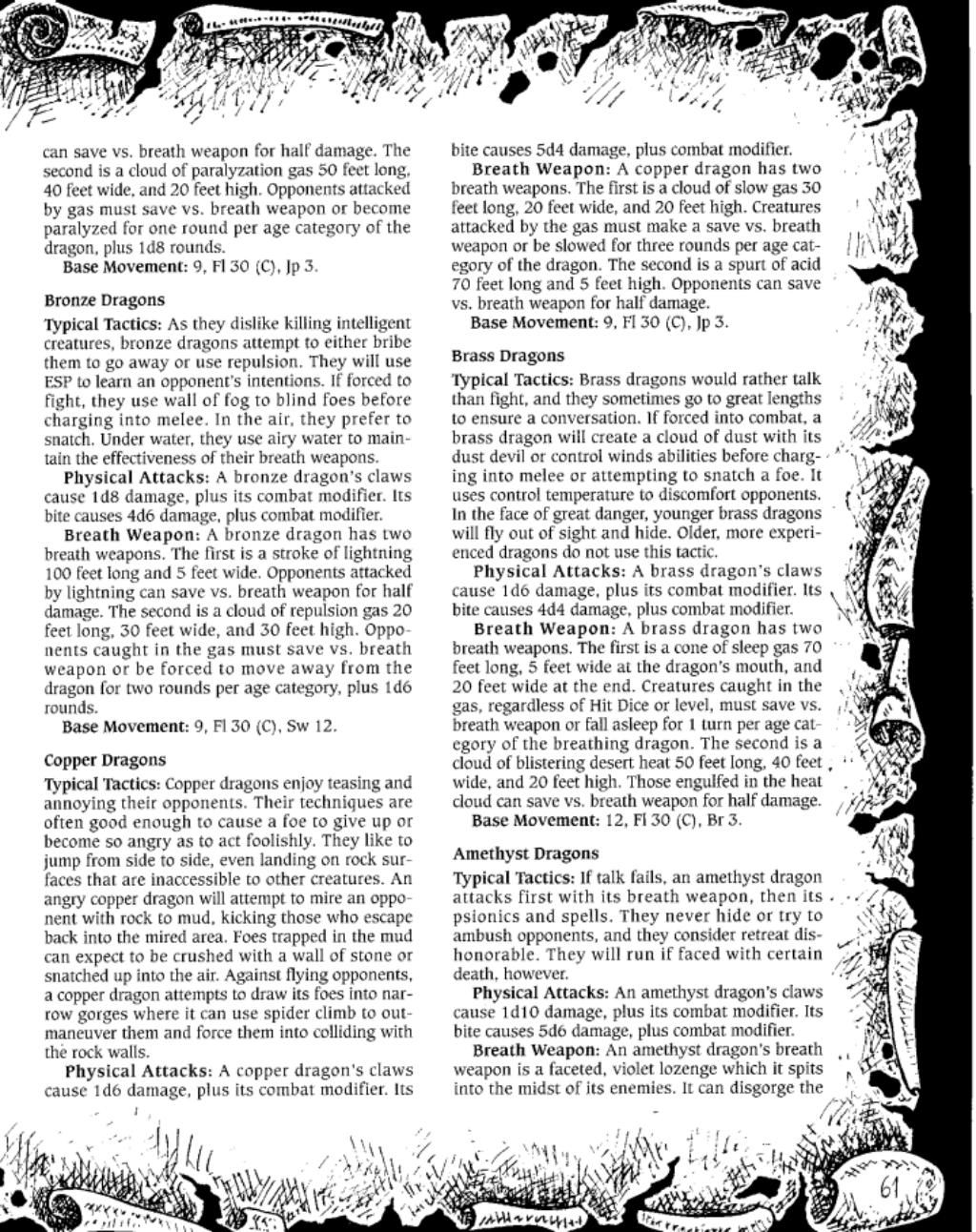
Base Movement: 12, Fl 40 (C), Jp 3, Sw 12 (15).

Silver Dragons

Typical Tactics: Silver dragons seek to avoid combat except when faced by highly evil or aggressive foes. They use feather fall to halt missiles fired in their direction, and employ wall of fog or control weather to blind or confuse opponents before engaging in physical attacks. Extremely angry silver dragons with the reverse gravity ability will fling enemies helplessly into the air and snatch them. Against flying opponents, silver dragons prefer to hide in clouds (creating their own if the day is clear), waiting for an advantageous moment to leap out and attack.

Physical Attacks: A silver dragon's claws cause 1d8 damage, plus combat modifier. Its bite causes 5d6 damage, plus combat modifier.

Breath Weapon: A silver dragon has two breath weapons. The first is a cone of cold 80 feet long, 5 feet wide at the dragon's mouth, and 30 feet wide at the end. Opponents attacked by cold



can save vs. breath weapon for half damage. The second is a cloud of paralysis gas 50 feet long, 40 feet wide, and 20 feet high. Opponents attacked by gas must save vs. breath weapon or become paralyzed for one round per age category of the dragon, plus 1d8 rounds.

Base Movement: 9, Fl 30 (C), Jp 3.

Bronze Dragons

Typical Tactics: As they dislike killing intelligent creatures, bronze dragons attempt to either bribe them to go away or use repulsion. They will use ESP to learn an opponent's intentions. If forced to fight, they use wall of fog to blind foes before charging into melee. In the air, they prefer to snatch. Under water, they use airy water to maintain the effectiveness of their breath weapons.

Physical Attacks: A bronze dragon's claws cause 1d8 damage, plus its combat modifier. Its bite causes 4d6 damage, plus combat modifier.

Breath Weapon: A bronze dragon has two breath weapons. The first is a stroke of lightning 100 feet long and 5 feet wide. Opponents attacked by lightning can save vs. breath weapon for half damage. The second is a cloud of repulsion gas 20 feet long, 30 feet wide, and 30 feet high. Opponents caught in the gas must save vs. breath weapon or be forced to move away from the dragon for two rounds per age category, plus 1d6 rounds.

Base Movement: 9, Fl 30 (C), Sw 12.

Copper Dragons

Typical Tactics: Copper dragons enjoy teasing and annoying their opponents. Their techniques are often good enough to cause a foe to give up or become so angry as to act foolishly. They like to jump from side to side, even landing on rock surfaces that are inaccessible to other creatures. An angry copper dragon will attempt to mire an opponent with rock to mud, kicking those who escape back into the mired area. Foes trapped in the mud can expect to be crushed with a wall of stone or snatched up into the air. Against flying opponents, a copper dragon attempts to draw its foes into narrow gorges where it can use spider climb to outmaneuver them and force them into colliding with the rock walls.

Physical Attacks: A copper dragon's claws cause 1d6 damage, plus its combat modifier. Its

bite causes 5d4 damage, plus combat modifier.

Breath Weapon: A copper dragon has two breath weapons. The first is a cloud of slow gas 30 feet long, 20 feet wide, and 20 feet high. Creatures attacked by the gas must make a save vs. breath weapon or be slowed for three rounds per age category of the dragon. The second is a spurt of acid 70 feet long and 5 feet high. Opponents can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Jp 3.

Brass Dragons

Typical Tactics: Brass dragons would rather talk than fight, and they sometimes go to great lengths to ensure a conversation. If forced into combat, a brass dragon will create a cloud of dust with its dust devil or control winds abilities before charging into melee or attempting to snatch a foe. It uses control temperature to discomfort opponents. In the face of great danger, younger brass dragons will fly out of sight and hide. Older, more experienced dragons do not use this tactic.

Physical Attacks: A brass dragon's claws cause 1d6 damage, plus its combat modifier. Its bite causes 4d4 damage, plus combat modifier.

Breath Weapon: A brass dragon has two breath weapons. The first is a cone of sleep gas 70 feet long, 5 feet wide at the dragon's mouth, and 20 feet wide at the end. Creatures caught in the gas, regardless of Hit Dice or level, must save vs. breath weapon or fall asleep for 1 turn per age category of the breathing dragon. The second is a cloud of blistering desert heat 50 feet long, 40 feet wide, and 20 feet high. Those engulfed in the heat cloud can save vs. breath weapon for half damage.

Base Movement: 12, Fl 30 (C), Br 3.

Amethyst Dragons

Typical Tactics: If talk fails, an amethyst dragon attacks first with its breath weapon, then its psionics and spells. They never hide or try to ambush opponents, and they consider retreat dishonorable. They will run if faced with certain death, however.

Physical Attacks: An amethyst dragon's claws cause 1d10 damage, plus its combat modifier. Its bite causes 5d6 damage, plus combat modifier.

Breath Weapon: An amethyst dragon's breath weapon is a faceted, violet lozenge which it spits into the midst of its enemies. It can disgorge the

lozenge up to a distance of 75 feet. Upon impact, the lozenge explodes with concussive force, causing damage to all creatures within 60 feet of the impact spot. Those caught in the explosion can save vs. breath weapon for half damage. Creatures of huge size and smaller must also save vs. paralysis or be knocked down. All taking damage from the blast have a 50% chance of being knocked unconscious for 1 round per age category of the dragon, plus 1d8 rounds.

Base Movement: 12, Fl 40 (C), Sw 12.

Sapphire Dragons

Typical Tactics: Sapphire dragons like to observe possible enemies before attacking, unless drow or dwarves from another dragon's domain are present. Those who are not overtly hostile are treated to conversation and spells while the dragon attempts to determine their intentions. If a sapphire dragon or its treasure is ever threatened, it attacks immediately with its breath weapon, spells, and physical attacks. It uses psionics and special abilities to escape if faced with a more powerful foe.

Physical Attacks: A sapphire dragon's claws cause 1d8 points of damage, plus its combat modifier. Its bite causes 3d6+2 damage, plus combat modifier.

Breath Weapon: A sapphire dragon's breath weapon is a cone of high-pitched, almost inaudible sound. The cone is 75 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. Opponents caught in the blast can save vs. breath weapon for half damage. A second saving throw vs. breath weapon is needed to keep from fleeing in fear for 2 rounds per age category of the dragon, plus 1d6 rounds. This fear is a metabolic effect, and even those immune to magical fear suffer the results if they fail the saving throw. Deafness prevents the fear effect, but does not lessen the damage caused by the cone of sound.

Base Movement: 9, Fl 30 (C), Br 6.

Emerald Dragons

Typical Tactics: Emerald dragons prefer to start out in hiding while the traps they set work against their foes. When forced to take direct action, an emerald dragon seeks to surprise its opponents. Then it attacks with breath weapon and claws to disable as many foes as possible. Emerald dragons

are not above retreating if the odds are not in their favor—but they have long memories for revenge.

Physical Attacks: An emerald dragon's claws cause 1d8 points of damage, plus its combat modifier. Its bite causes 3d6 damage, plus combat modifier.

Breath Weapon: An emerald dragon's breath weapon is a loud, keening wail that causes a sonic vibration that stretches 120 feet from the dragon's mouth. Any creatures in range suffer damage from the painful vibrations, though saving throws vs. breath weapon reduce the damage by half. A second saving throw vs. breath weapon is needed to keep from being stunned. Those stunned cannot attack or defend for 3 rounds per age category of the dragon, plus 1d4 rounds. Those who save are instead deafened and disoriented for a similar length of time, suffering a -1 penalty to attack rolls. Deafness does not prevent damage, but does offer protection against stunning and further deafness.

Base Movement: 9, Fl 30 (C), Br 3.

Topaz Dragons

Typical Tactics: When forced into combat, topaz dragons use psionics first, supplemented by spells and special abilities. They enjoy using teeth and claws, saving their breath weapon until wounded. While a topaz will readily retreat or surrender, it often attempts to return and gain surprise a few times before finally fleeing.

Physical Attacks: A topaz dragon's claws cause 1d6+1 points of damage, plus its combat modifier. Its bite causes 2d8 damage, plus combat modifier.

Breath Weapon: A topaz dragon's breath weapon is a cone of dehydration 70 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. Against liquids, one cubic foot of water dries up per hit point of damage. Creatures in the path of the cone lose 1d6+6 Strength points from dehydration. A successful save vs. breath weapon reduces the damage suffered to 1d6. This Strength loss cannot be cured by any spells less powerful than *heal* or *regeneration* spells, although intensive nursing allows a character to recover one Strength point per day. Any creature reduced to a Strength of 0 or less from dehydration dies instantly.

Base Movement: 9, Fl 24 (C), Sw 9.

Crystal Dragons

Typical Tactics: Crystal dragons prefer talking to fighting, and often use charm person to gain an advantage during conversation. These dragons like to plan before entering combat. They use their breath weapon to disorient foes, followed by spells and abilities as needed. Claws and teeth are used only as a last resort.

Physical Attacks: A crystal dragon's claws cause $1d6+1$ damage, plus its combat modifier. Its bite does $2d6$ damage, plus combat modifier.

Breath Weapon: A crystal dragon's breath weapon is a cone of glowing shards 60 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. The shards slice and cut those caught in the cone, though a saving throw vs. breath weapon reduces the damage by half. A second saving throw vs. breath weapon is needed to avoid the blinding light of the dazzling shards. Those who fail are dazzled for one turn per age category of the dragon, incurring a -2 attack roll penalty.

Base Movement: 9, Fl 24 (C), Jp 3.

Red Dragons

Typical Tactics: Red dragons are confident and quick to attack, rarely sizing up a foe. Instead, they employ one of the many "perfect" strategies developed during their contemplative periods. To keep any treasure intact, red dragons prefer to land and attack with claws and bite. Only when faced with many opponents or obviously powerful foes will they use breath weapons, spells, and abilities before landing.

Physical Attacks: A red dragon's claws cause $1d10$ points of damage, plus its combat modifier. Its bite causes $3d10$ damage, plus modifier.

Breath Weapon: A red dragon's breath weapon is a searing cone of fire 90 feet long, 5 feet wide at the dragon's mouth, and 30 feet wide at the base. Creatures in the path of the cone can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Jp 3.

Blue Dragons

Typical Tactics: Blue dragons like to attack from a distance, making full use of their breath weapon and reducing their own risk to harm. They prefer to attack from directly above, and employ their special abilities as needed.

Physical Attacks: A blue dragon's claws cause $1d8$ damage, plus its combat modifier. Its bite causes $3d8$ damage, plus combat modifier.

Breath Weapon: A blue dragon's breath weapon is a 5 feet wide bolt of lightning that streaks 100 feet in a straight line from the dragon's mouth. Creatures in the path of the bolt can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Br 4.

Green Dragons

Typical Tactics: Green dragons enjoy battle, initiating it whenever possible. A green dragon will stalk its prey for a time to observe and plan tactics. If the foe seems formidable, it will use its breath weapon, followed in quick succession by its abilities and spells. Foes who appear weak are challenged early in order to invoke as much fear as possible. To keep a fight going for as long as possible, a green tends to use only its physical attacks once melee has started.

Physical Attacks: A green's claws cause $1d8$ points of damage, plus its combat modifier. Its bite causes $2d10$ damage, plus combat modifier.

Breath Weapon: A green dragon's breath weapon is a cloud of poisonous chlorine gas 50 feet long, 40 feet wide, and 30 feet high. Creatures caught in the cloud can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Sw 9.

Black Dragons

Typical Tactics: Black dragons seek to ambush opponents and gain surprise. They often stalk foes for a time to determine strengths and weaknesses. They employ special abilities first, then strike with their breath weapon before closing with claws and teeth.

Physical Attacks: A black dragon's claws cause $1d6$ points of damage, plus its combat modifier. Its bite causes $3d6$ damage, plus combat modifier.

Breath Weapon: A black dragon's breath weapon is a 5 feet wide stream of acid that leaps 60 feet in a straight line from the dragon's mouth. Creatures in the path of the stream can save vs. breath weapon for half damage.

Base Movement: 12, Fl 30 (C), Sw 12.

White Dragons

Typical Tactics: White dragons use the same tactics no matter what kind of opponent they are facing. They employ their breath weapon and special abilities first, then move in to engage in melee.

Physical Attacks: A white dragon's claws cause 1d6 points of damage, plus its combat modifier. Its bite causes 2d8 damage, plus combat modifier.

Breath Weapon: A white dragon's breath weapon is a cone of frost 70 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures in the path of the cone can save vs. breath weapon for half damage.

Base Movement: 12, Fl 40 (C), Br 6, Sw 12.

Challenge of Claw and Wing

The provisions of the Council of Wyrms call for dragons to settle their differences in formal combat. While most of the powerful dragons leave the actual battles of domain conflict to their vassals and younger clan kin, there are times when the formal challenges are issued and accepted. This is called the challenge of claw and wing.

In formal combat, two dragons meet above the Council Aerie, in full sight of their peers. According to the rules of formal combat, dragons must remain airborne from the moment the battle begins. The first combatant to land, for any reason, is declared the loser. In addition, the only weapons allowed in formal combat are a dragon's own claws, its wings, and its special abilities—no spells, breath weapons, or psionics can be used. A challenger who breaks the rules loses.

Airborne combat rules can be found in the *DMG*, pages 77 and 78. As stated there, a flying creature that loses more than 50% of its hit points cannot sustain itself in the air and must land as soon as possible. A dragon losing more than 80% of its hit points loses even the ability to glide and falls to the ground. A dragon suffers 1d6 points of damage for every 10 feet it falls, to a maximum of 20d6.

Because of the landing rules, the challenge of claw and wing is rarely to the death, though death sometimes occurs. More often, the loser suffers wounds totaling over 50% of its hit points and is forced to land. The winner can then appeal to the Council for recompense and spoils. See *Book Two* for more information on the activities and influence of the Council of Wyrms.



Council of Wyrms Card 1: Dragon Player Character Record Sheet



Character _____ Dragon Type _____ Alignment _____ Age Category/Level _____

Player's Name _____ Family _____ Clan _____
 Domain _____ Dragon Lord _____ Rank _____
 Sex _____ Age _____ Kindred _____ Hit Dice _____
 Body Lgt. _____ Tail Lgt. _____ Bonded Hoard _____
 Eyes _____ Wing Span _____ Unbonded Treasure _____ Reaction Adjustment _____

ABILITIES

	Max Wgt.	Max Prest.	Op Des.	BB/ LG
STR	Hip	Spy	Pole	
DEX	Adj.	Spd	Sav	
CON	Nat	Spd	Lzn	Spells/Lvl
INT	Lang	Lst	Sp	
WIS	Burden	Spell	Buffalo	
CHA	Max Nat	Loyal	Rene	
	Hench	Base	Adj	

MOVEMENT

Base Rate	()	_____
Light	()	
Mod	()	
Hvy	()	
Svr	()	
Fly	()	
Swim	()	
Burrow	()	
Jump	()	

SAVING THROWS

Paralyze/Poison	_____
Rod, Staff, or Wand	_____
Petrify/Polymorph	_____
Breath Weapon	_____
Modifier	Spells Save

ARMOR CLASS



Surprised

HIT POINTS

_____	_____	_____
_____	_____	_____

Wounds

XP

COMBAT

Attack Type	# AT	Attack Adj/Damage Adj	THAC0	Damage	Range
Claws					
Bite					
Breath Weapon					

Special Abilities

Innate Abilities

Combat Proficiencies

Noncombat Proficiencies

Spell Slots

Spells _____

Council of Wyrms Card 2: Dragon-Mage Character Record Sheet



Adventure

Character _____ Alignment _____ Age Category/Level _____

Player's Name _____ Family _____ Clan _____
 Domain _____ Dragon Lord _____ Rank _____
 Sex _____ Age _____ Kindred _____ Hit Dice _____
 Body Lgt. _____ Tail Lgt. _____ Bonded Hoard _____
 Eyes _____ Wing Span _____ Unbonded Treasure _____ Reaction Adjustment _____

ABILITIES

	STR Min Wgt.	Max Press	Op. Des.	Bh. L.G.
DEX				
CON	H.P. Adj.	Str.	Fir.	
INT	Intel. Novit.	Spell Lvl.	Err.	Spells/ Level
WIS	Wis.	Spells	Padan	
CHA	Max No Firch	Total	Reef	Ault

MOVEMENT

	Base Rate	()	3
Light	()		
Mod	()		
Hvy	()		
Svr	()		
Fly	()		
Swim	()		
Burrow	()		
Jump	()		

SAVING THROWS

Paralyze/Poison	_____
Rod, Staff, or Wand	_____
Petrify/Polymorph	_____
Breath Weapon	_____
Spells	_____
Modifier	Save

ARMOR CLASS



Surprised

HIT POINTS

Wounds

XP

COMBAT

Attack Type	# AT	Attack Adj/Damage Adj	THAC0	Damage	Range
Claws					
Bite					
Breath Weapon					

Special Abilities

Innate Abilities

Combat Proficiencies

Noncombat Proficiencies

Spells/Level

1st _____ 6th _____
 2nd _____ 7th _____
 3rd _____ 8th _____
 4th _____ 9th _____
 5th _____

Spellbook

Council of Wyrms Card 3: Dragon Priest Character Record Sheet



Adventure

Character _____ Dragon Type _____ Alignment _____ Age Category/Level _____

Player's Name _____ Family _____ Clan _____

Domain _____ Dragon Lord _____ Rank _____

Sex _____ Age _____ Kindred _____ Hit Dice _____

Body Lgt. _____ Tail Lgt. _____ Bonded Hoard _____

Eyes _____ Wing Span _____ Unbonded Treasure _____ Reaction Adjustment _____

ABILITIES

	STR	Max Wgt.	Max Pnts.	Opn Pnts.	BB/ Lvl.
DEX	HDP	Sus.	Pnts.		
CON	Adv.	Stk.	200%		
INT	No of Spells	Spells	Lvl.	Spells/ Level	
WIS	Level	1st	Spells		
CHA	Strength	Endurance	Reflex		
	Max No	Level	Reflex		
	Events	Reqd.	Adj.		

MOVEMENT

	Base Rate	()	_____
Light	()		
Mod	()		
Hvy	()		
Svr	()		
Fly	()		
Swim	()		
Burrow	()		
Jump	()		

SAVING THROWS

Paralyze/Poison	_____
Rod, Staff, or Wand	_____
Petrify/Polymorph	_____
Breath Weapon	_____
Modifier	Spells Save

ARMOR CLASS

Surprised



HIT POINTS

WOUNDS

XP

_____	_____	_____
-------	-------	-------

COMBAT

Attack Type	# AT	Attack Adj/Damage Adj	THAC0	Damage	Range
Claws					
Bite					
Breath Weapon					

Spells/Level

1st ____ 4th ____ 7th ____

2nd ____ 5th ____

3rd ____ 6th ____

Innate Abilities

Combat Proficiencies

Noncombat Proficiencies

Turn Undead

Skeleton/1 HD

Zombie

Ghoul/2 HD

Shadow/3-4 HD

Wight/5 HD

Ghast

Wraith/6 HD

Mummy/7 HD

Specter/8 HD

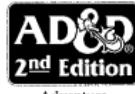
Vampire/9 HD

Special Abilities

Special Abilities

Special Abilities

**Council of Wyrm's Card 4:
Dragon-Psionicist Character Record Sheet**



Adventure

Character _____ Alignment _____ Age Category/Level _____

Player's Name _____ Family _____ Clan _____
 Domain _____ Dragon Lord _____ Rank _____
 Sex _____ Age _____ Kindred _____ Hit Dice _____
 Body Lgt. _____ Tail Lgt. _____ Bonded Hoard _____
 Eyes _____ Wing Span _____ Unbonded Treasure _____ Reaction Adjustment _____

ABILITIES

	Max Wgt.	Max Press.	Op. Dex.	HP/ TG.
STR				
DEX				
CON	HP Adv.	Sys Skills	Perks Save	
INT	Never Lucky	Spells	Lore Spd.	Spells/ Level
WIS	Spells	Spells	Future	
CHA	Mis/Ste Hench	Loyal Loy.	Item Adj.	

MOVEMENT

Base Rate	())
Light	())
Mod	())
Hvy	())
Svr	())
Fly	())
Swim	())
Burrow	())
Jump	())

SAVING THROWS

Paralyze/Poison	_____
Rod, Staff, or Wand	_____
Petrify/Polymorph	_____
Breath Weapon	_____
Modifier	Spells Save

ARMOR CLASS



Surprised

HIT POINTS

--	--	--

Wounds

XP

--	--	--

COMBAT

Attack Type	# AT	Attack Adj/Damage Adj	THAC0	Damage	Range
Claws					
Bite					
Breath Weapon					

Primary Discipline

Innate Abilities

Combat Proficiencies

Noncombat Proficiencies

Secondary Disciplines

Sciences

Special Abilities

Devotions

Defense Modes

PSPs

Council of Wyrms Card 5: Kindred Player Character Record Sheet



Adventure

Character _____
 Race (Demihuman/Dragon) _____ Alignment _____ Class/Level _____

Player's Name _____ Family _____ Clan _____
 Domain _____ Dragon Lord _____ Patron _____
 Sex _____ Age _____ Appearance _____
 Ht. _____ Wgt. _____ Deity _____
 Eyes _____ Hair _____ Kit _____ Reaction Adjustment _____

ABILITIES

	STR Wgt.	Max Wgt.	Max Press	Op. Drs.	BB/ LG
DEX	H.P.	Syn.	Pos.		
CON	Adj.	Stk.	SWC		
INT	Novit.	Spell	Lrn.	Spells/	
WIS	Expt.	Spell	Lvl.	Level	
CHA	Mis. No.	Spells	Failure		
	Loyal	Basic	Adj.		
	Hench				

MOVEMENT

Base Rate	()	
Light	()	
Mod	()	
Hvy	()	
Svt	()	
Jog	(x2)
Run	(x3)
Run	(x4)
Run	(x5)

SAVING THROWS

Paralyze/Poison	_____
Rod, Staff, or Wand	_____
Petrify/Polymorph	_____
Breath Weapon	_____
Spells	Save
Modifier	

ARMOR CLASS



Adjusted AC

Armor Type (Pieces)

Surprised _____
 Shieldless _____
 Rear _____

HIT POINTS

WOUNDS

XP

WEAPON COMBAT

Weapon	# AT	Attack Adj/Damage Adj	THAC0	Damage (S/M/L)	Range	Wgt.	Size	Type	Speed
		/							
		/							
		/							
		/							
		/							
		/							
		/							
		/							
		/							

Special Attacks _____

AMMUNITION

□ □ □ □ □ □ □ □ □ □ □

Racial Abilities _____

Turn Undead	Class Abilities	Proficiencies/Skills/Languages
Skeleton/1 HD	Pick Pockets	_____
Zombie	Open Locks	_____
Ghoul/2 HD	Find/Remove	_____
Shadow/3-4 HD	Move Silently	_____
Wight/5 HD	Hide/Shadows	_____
Ghast	Detect Noise	_____
Wraith/6 HD	Climb Walls	_____
Mummy/7 HD	Read Lang	_____
Specter/8 HD	Backstab	_____
Vampire/9 HD	Spells Per Level	_____
Ghost/10 HD	1st 2nd 3rd	_____
Lich/11+ HD	4th 5th 6th	_____
Special	7th 8th 9th	_____

Council of Wyrms Card 11: Important Tables



Adventure

Ability	Gold	Silver	Bronze	Copper	Brass	Dragon	Adjustments
Strength	9/25	8/24	7/23	6/22	5/21	Gold	+7 Str, -3 Dex, +2 Con, +3 Int, +3 Cha
Dexterity	5/15	4/15	4/16	3/17	3/17	Silver	+6 Str, -3 Dex, +1 Con, +2 Int, +2 Cha
Constitution	6/20	5/19	4/18	3/18	3/18	Bronze	+5 Str, -2 Dex, +2 Int, +1 Cha
Intelligence	6/21	5/20	5/20	4/19	4/19	Copper	+4 Str, -1 Dex, +1 Int
Wisdom	3/18	3/18	3/18	3/18	3/18	Brass	+3 Str, -1 Dex, +1 Int
Charisma	7/21	6/20	5/19	4/18	4/18		

Ability	Amthy	Sapp	Emerald	Topaz	Crystal	Sapphire	Amethyst
Strength	7/23	6/22	5/21	4/20	3/19	Emerald	+4 Str, -3 Dex, +3 Int, +1 Wis, +1 Cha
Dexterity	3/15	3/15	4/16	3/17	3/18	Topaz	+3 Str, -2 Dex, +2 Int, +1 Wis, -1 Cha
Constitution	4/18	3/18	3/18	3/18	3/18	Crystal	+2 Str, -1 Dex, +2 Int, +1 Wis
Intelligence	6/21	6/21	5/20	5/20	5/20		+1 Str, +2 Int, +1 Wis, +1 Cha
Wisdom	3/19	3/19	3/19	3/19	3/19	Red	+6 Str, -3 Dex, +2 Con, +2 Int, +3 Cha
Charisma	7/20	4/19	3/17	3/18	6/19	Blue	+5 Str, -3 Dex, +1 Con, +2 Cha
						Green	+4 Str, -2 Dex, +1 Cha

Ability	Red	Blue	Green	Black	White	Black	Red
Strength	8/24	7/23	6/22	5/21	4/20	White	+3 Str, -1 Dex, -1 Int, -1 Wis, +1 Cha
Dexterity	5/15	4/15	4/16	3/17	3/17		+2 Str, -1 Dex, -3 Int, -3 Wis
Constitution	6/20	5/19	4/18	3/18	3/18	Kindred	
Intelligence	5/20	3/18	3/18	3/17	3/15	Dwarf	+1 Con, -1 Cha
Wisdom	3/18	3/18	3/18	3/17	3/15	Elf	+1 Dex, -1 Con
Charisma	7/21	6/20	5/19	4/18		Gnome	+1 Int, -1 Wis

Ability	Elf	Dwarf	Gnome	1/2 Gd	1/2 Sv	1/2 Bz	Half-Dragon
Strength	3/18	8/18	6/18	7/20	6/19	5/18	Half-Gold
Dexterity	6/18	3/17	3/18	4/18	5/19	6/20	Half-Silver
Constitution	7/18	11/18	8/18	6/18	5/18	4/18	Half-Bronze
Intelligence	8/18	3/18	6/18	3/18	3/18	3/18	
Wisdom	3/18	3/18	3/18	3/18	3/18	3/18	
Charisma	8/18	3/17	3/18	6/18	5/18	4/18	

Age Category	Age (years)	Hit Die Mod.	Combat Mod.	Fear Radius	FEAR Save Mod.*	Dragon Type	Base Hit Dice (Juvenile age)
1 Hatchling	0-5	-6	+1	Nil	Nil	Gold Dragon	16
2 V. Young	6-15	-4	+2	Nil	Nil	Silver Dragon	15
3 Young	16-25	-2	+3	Nil	Nil	Bronze Dragon	14
4 Juvenile	26-50	Nil	+4	Nil	Nil	Copper Dragon	13
5 Y. Adult	51-100	+1	+5	15 yards	+3 (+7)	Brass Dragon	12
6 Adult	101-200	+2	+6	20 yards	+2 (+6)	Amethyst Dragon	14
7 M. Adult	201-400	+3	+7	25 yards	+1 (+5)	Sapphire Dragon	13
8 Old	401-600	+4	+8	30 yards	0 (+4)	Emerald Dragon	12
9 Very Old	601-800	+5	+9	35 yards	-1 (+3)	Topaz Dragon	11
10 Venerable	801-1,000	+6	+10	40 yards	-2 (+2)	Crystal Dragon	10
11 Wyrm	1,001-1,200	+7	+11	45 yards	-3 (+1)	Red Dragon	15
12 Gr. Wyrm	1,200+	+8	+12	50 yards	-4 (0)	Blue Dragon	14
						Green Dragon	13
						Black Dragon	12
						White Dragon	11

* Parenthetical values in the Fear Save Modifier column apply to gem dragons only.

Table 11: Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies		
	Initial	#/Level	Penalty	Initial	#/Level	
Gold	4	2/3	-5	3	3/2	
Silver	4	2/3	-4	3	3/2	
Bronze	4	2/3	-4	3	1	
Copper	5	2/3	-3	3	1	
Brass	5	2/3	-3	3	1	
Amethyst	4	2/3	-4	3	3/2	
Sapphire	5	2/3	-3	3	3/2	
Emerald	4	2/3	-4	3	3/2	
Topaz	4	2/3	-4	4	1	
Crystal	5	2/3	-5	4	3/2	
Red	5	2/3	-4	2	1	
Blue	4	2/3	-3	2	1	
Green	4	2/3	-3	2	3/2	
Black	4	2/3	-2	2	1	
White	5	2/3	-2	2	1	

Table 13: Dragon Proficiencies

Proficiency	A. Combat Proficiencies	
	Slots Required	
Aerial Combat*	1	
Bite*	1	
Breath Weapon*	1	
Claw Attack*	†	
Claw/Claw*	1	
Claw/Claw/Bite	1•	
Dragon Flight*	1	
Kick	1	
Mace, Tail	1	
Plummet	1	
Roll	1	
Snatch*	1	
Spur, Wing	1	
Stall	1	
Tail Slap	1	
Wing Buffet	1	

* Hatchlings may select this proficiency.

† Hatchlings receive this proficiency free.

• Cannot be taken until a dragon has claw/claw and bite as separate combat proficiencies.

B. Noncombat Proficiencies

Proficiency	Slots Req'd.	Relevant Ability	Check Mod.	Proficiency	Slots Req'd.	Relevant Ability	Check Mod.	Proficiency	Slots Req'd.	Relevant Ability	Check Mod.
Alertness*	1	Wis	+1	Herbalism	2	Int	-2	Reading/Writing	1	Int	+1
<i>Ancient History</i>	1	Int	-1	Hunting*	1	Wis	-1	Rejuvenation†	1	Wis	-1
Appraising	1	Int	0	Hypnotist†	1	Cha	-2	Religion	1	Wis	0
Astrology	2	Int	0	Intimidation	1	Str/Cha	0	Rulership	2	Cha	0
Burrow*	1	Str	0	Kindredbond	1	Wis	-2	Set Traps	1	Dex/Int	-3
Chanting	1	Cha	+2	Languages (A)	1	Int	0	Singing*	1	Cha	0
Danger Sense*	2	Wis	+1	Languages (M)*	1	Int	0	Spellcraft (P)	2	Wis	-2
Debate	1	Cha	-1	Local History	1	Cha	0	Spellcraft (W)	1	Int	-2
Direction Sense*	1	Wis	+1	Looting	1	Dex	0	Stewardship	1	Int	0
Endurance	2	Con	0	Lore	1	Int	-1	Survival*	2	Int	0
Etiquette	1	Cha	0	Meditative Focus†	1	Wis	+1	Swimming*	1	Str	0
Fishing*	1	Wis	-1	Mining	1	Wis	-3	Tease*	1	Cha	-1
Gaming	1	Cha	0	Navigation*	1	Int	-2	Tracking	2	Wis	0
Harness				Observation*	1	Int	0	Trick*	1	Wis	-2
Subconscious†	2	Wis	-1	Poetry	1	Int	-2	Weather Sense	1	Wis	-1
Healing	2	Wis	-2	Psioncraft	1	Wis	-2				

* Hatchlings may select this proficiency.

† Available to dragon psionists only.

Table 21: Dragon Magical Items

Table 22: Potions of Dragon Control

d20 Roll	Category	d100 Roll	Dragon Type	d100 Roll	Dragon Type
01-02	Potions	01-08	White Dragon control	62-64	Amethyst Dragon control
03-04	Scrolls	09-16	Black Dragon control	65-60	Brass Dragon control
05-06	Rings	17-24	Green Dragon control	70-74	Copper Dragon control
07-08	Staves	25-30	Blue Dragon control	75-77	Bronze Dragon control
09-10	Wands	31-35	Red Dragon control	78-80	Silver Dragon control
11	Books and Tomes	36-42	Crystal Dragon control	81-83	Gold Dragon control
12-13	Jewels and Jewelry	43-49	Topaz Dragon control	84-91	Chromatic Dragon control
14-15	Bags and Bottles	50-56	Emerald Dragon control	92-97	Gem Dragon control
16-17	Dusts and Stones	57-61	Sapphire Dragon control	98-00	Metallic Dragon control
18-19	Household Items and Tools				
20	Weird Stuff				

Council of Wyrms Card 12: Important Tables



Adventure

Table 13: Dragon Class Abilities

Race	Cleric	Fighter	Illus.	Mage	Ranger	Thief	Psionicist
Dragon	Dragons can reach 12th level in any allowed class*						
Kindred**							
Dwarf	10	15	—	—	—	12	8
Elf	12	12	—	15	15	12	7
Gnome	9	11	15	—	—	13	9
Half-Dragon							
Half-Gold	10	11	—	14	10	9	—
Half-Silver	14	10	—	11	12	14	—
Half-Bronze	9	14	9	8	14	11	—

* Dragon PC, dragon-mage, dragon-cleric (except white or black dragons); only gem dragons can be dragon-psionicists.

** Can be multiclassed as per the rules in the *Player's Handbook*.

Table 14: Dragon Spell Abilities

Mage Level	Spell Level							Priest Level	Spell Level							
	1	2	3	4	5	6	7'	8''	9'''	1	2	3	4	5	6	7'
1	1	—	—	—	—	—	—	—	—	1	1	—	—	—	—	—
2	2	1	—	—	—	—	—	—	—	2	2	1	—	—	—	—
3	2	2	1	—	—	—	—	—	—	3	2	2	—	—	—	—
4	2	2	2	1	—	—	—	—	—	4	3	2	1	—	—	—
5	3	2	2	2	1	—	—	—	—	5	3	3	2	—	—	—
6	3	3	2	2	2	1	—	—	—	6	3	3	2	1	—	—
7	3	3	3	2	2	2	—	—	—	7	4	3	3	2	—	—
8	3	3	3	3	2	2	1	—	—	8	4	4	3	2	1	—
9	4	3	3	3	3	2	2	—	—	9	4	4	3	3	2	1
10	4	4	3	3	3	3	2	1	—	10	4	4	4	3	2	—
11	4	4	4	3	3	3	3	2	1	11	5	4	4	3	3	2
12	4	4	4	4	3	3	3	3	2	12	5	5	4	4	3	2

* Minimum Intelligence 14 required

** Minimum Intelligence 16 required

*** Minimum Intelligence 18 required

* Minimum 17 Wisdom required

** Minimum 18 Wisdom required

Table 15: Dragon Age Categories

Level	Total Disciplines	Total Science	Total Devotions	Defense Modes	PC Kit:	XP/HD	
1	1	1	2	1	Priest:	200 XP/HD at each 3rd age category. Silver and gold dragons may substitute art objects worth 500 gp/age category.	
2	2	1	4	1		200 XP/HD in clerical items at each 2nd age category. Half must be scrolls.	
3	2	2	6	2		300 XP/HD at each age category.	
4	3	2	8	2		300 XP/HD in scrolls each 4th age category.	
5	3	3	10	3	Mage:	200 XP/HD in scrolls each 4th age category.	
6	3	3	12	3		loun stones: +1 at 4th, +2 at 8th, +3 at 12th.	
7	4	3	14	4			
8	4	4	16	4			
9	4	4	18	4	Psionicist:		
10	4	4	19	5			
11	5	4	20	5			
12	5	5	21	5			

* The dragon gets 10% of its PSP total per level. An amethyst great wyrm has 300 PSPs.

Table 27: Dragon Character THAC0s

	Hit Dice													
Dragon	4	5	6	7	8	9	10	11	12	13	14	15	16+	
PC	17	16	15	14	13	12	11	10	9	8	7	6	5	
Priest	18	18	18	16	16	16	14	14	14	12	12	12	10	
Mage	19	19	19	18	18	18	17	17	17	16	16	16	15	
Psionicist	19	18	18	17	17	16	16	15	15	14	14	13	13	

Table 20: Dragon Weapons

Item	Cost (gp)	Wt. (lbs.)	Size	Type	Speed Factor	Damage Bonus
Wing spur	10	8	L	S	3	+2
Tail mace	20	12	L	B/P	7	+4

Table 28: Saving Throws

Group	Level	Paralyzation, Poison, or Death Magic		Rod, Staff or Wand	Petrification or Polymorph	Breath Weapon	Spell
		1-3	4-6				
Priests	7-9	7	9	13	12	15	14
	10-12	6	7	11	10	13	12
	13-15	5	6	10	9	12	11
	16-18	4	5	9	8	11	10
	1-3	10	11	14	13	16	15
	4-6	9	10	13	12	15	14
Rogues	7-9	7	8	10	9	13	12
	10-12	6	7	9	8	11	10
	13-15	5	6	8	7	10	9
	16-18	4	5	7	6	9	8
	1-3	10	11	13	12	15	14
	4-6	9	10	12	11	14	13
Warriors	7-9	7	8	10	9	12	11
	10-12	6	7	9	8	11	10
	13-15	5	6	7	6	9	8
	16-18	4	5	6	5	8	7
	1-3	10	11	13	12	15	14
	4-6	9	10	12	11	14	13
Wizards	7-9	7	8	10	9	12	11
	10-12	6	7	9	8	11	10
	13-15	5	6	7	6	9	8
	16-18	4	5	6	5	8	7
	1-3	10	11	13	12	15	14
	4-6	9	10	12	11	14	13
Psionicists	7-9	7	8	10	9	12	11
	10-12	6	7	9	8	11	10
	13-15	5	6	7	6	9	8
	16-18	4	5	6	5	8	7
	1-3	10	11	13	12	15	14
	4-6	9	10	12	11	14	13

Council of WyrmS

ADVENTURE



Book Two:
CAMPAGN



AD&D
2nd Edition



Council of Wyrm

Book Two: Campaign

by

Bill Slavicsek



Chapter One: Jo's Blood Isles

"Some day, all
this will be
mine."

— Infernus
the Red, looking
down upon
the Jo's
Blood Isles

It lies in an isolated stretch of ocean, far from the continents where humankind thrives. Its distant shores range from sandy beach to lush jungle, icy plain to steamy swamp. Its islands form a chain that starts in the frigid Ice Sea, passes through the more hospitable Coral and Blood Seas, and ends among the boiling waves of the Burning Sea. It is the Io's Blood island chain, whose varied isles are bound in an ancient covenant of claw and wing.

Dragons rule these isles. They hold that the greater god Io, the Ninefold Dragon, created these islands specifically for their kind. They have maintained this belief in story and legends millenia old. But the true history, as told by the great dragon sages, tells a more intricate tale . . . a tale of squandered gifts, dragon wars, and a dire threat that nearly ended dragonkind's dominion of the Io's Blood isles.

The Origin of the Jo's Blood Island Chain

From the teachings of Kulustan the Bronze, master sage of Clan Tempest:

Great Io, the Ninefold Dragon, the Swallower of Shades, the Great Eternal Wheel, the Sire of All Creation, looked down upon the wild lands to see what realm his first, best children, the dragons, had quartered for themselves. His opalescent eyes widened. He had expected to find his children at the rightful head of creation, ruling a harmonious world. With their natural majesty and the boons he had given them, nothing less would he accept. Such gifts of size and claw and wing he had given them! Further, he had graced them with breaths of power, the might of spells, long life, and more. But there was a price to exact for the cost of these gifts, and when Great Io saw the lands below, he knew the price had not been met.



All dragonkind was scattered across the world, at odds with each other, immersed in Dragon War.

As dragon shed the blood of dragon, as gold claw ripped through red wing, Io gave forth a mighty cry. "If dragon blood must flow," the Ninefold Dragon declared, "then let it be mine!" The greater god extended his claws and sliced through the beautiful scales protecting his own belly. The claws cut deep, and flaming red blood flowed freely from the wounds.

The blood fell in great drops, plummeting toward the world from Io's perch high above the sky's blue dome. The crimson rain splattered into the frozen waters of the Ice Sea, there to sizzle and cool as great clouds of steam filled the air. Blood fell in huge fiery beads, separating the Sea of Coral from the Blood Sea. The last red drops poured into the southern waters. So hot were these bitter pellets that their fire spread to the water where they fell. So was born the Burning Sea.

As the blood cooled and formed islands, Io sent dreams to the sages of dragonkind. In these visions, the Ninefold Dragon urged the sages to take their particular dragon branch to these islands. For it was here, among the islands formed from Io's holy blood, that the Concordant Dragon wished his first, best children to grow and flourish. Here they would learn to rule in harmony as he had intended all along.

But once the migration started, Io departed. He would not force his children to follow his dream for them, but neither could he bear to watch should they fail to do so. There were other worlds to visit, other spheres to view, and he left in search of them. For centuries at a time, Great Io immersed himself in these other lands. Eventually, however, his travels brought him back to this world. He looked down upon the isles made with the blood of his life, and great anger flared within him. Dragonkind did still inhabit the islands, but not in the harmony he had intended. Indeed, the fifteen dragon races were engaged in dracocide.

Once again Io sought to guide his children through the dreams of sages, but so intense was this Dragon War, so frenzied were the dragons, that the visions were ignored. This left the Concordant Dragon with only one option. To the islands to sent his avatar, its form that of a gargantuan great wyrm.

So great was the war fury that even the avatar could not sway dragonkind from its destructive course. The avatar devised a different plan. "If the dragons want a war," Io's avatar declared, "then the Ninefold Dragon will give them a war!"

The avatar looked over the rest of creation and found a perfect enemy on the continents far beyond the Blood Sea, an enemy that would ultimately prove a greater threat than that posed by dragonkind itself. This enemy had a deep-rooted loathing of dragonkind, and while individually far inferior to even the least of Io's children, this enemy had the advantage of numbers. Further, its tenacity would offer a serious challenge to the dragons. This enemy? Humankind.

Io's avatar appeared before the human tribes, who believed the vision was a god. The avatar inspired the humans to take up the cause of holy war against the dragons. It taught them how to battle the great wyrms. At the avatar's urging, the humans devised armor to protect their frail flesh. They forged weapons to act as claws. And they built great ships to sail to the seas to Io's Blood. The avatar turned the humans into dragon slayers, then set them loose upon the islands of dragonkind.

The dragons were unprepared for a threat from beyond the seas. There had been some minor invasions (by the frost and fire giants) over the ages, but never anything as momentous as these ships cresting the crimson waves and carrying human dragon slayers. Caught up in their own war against each other, the dragons did not notice the tiny invaders. Even those who saw the sails slip quietly toward the islands did not think to consider their danger. It wasn't until the armored

horde swept across the islands and began its systematic slaughter that the dragons thought to respond in kind.

The dragons, however, were not organized, and against the heavily armed and armored forces even their great power was not enough to stop the waves of attackers. Ultimately, the dragon slayers were on the verge of utter victory, but then Io's avatar appeared before three mighty dragons. Exaudron the Gold, Starratiel the Amethyst, and Bloodtide the Red listened to the avatar and heard the words of the Ninefold Dragon.

"Separately, no one dragon or family of dragons can stand against the human horde," the avatar explained. "But together, as unified as the many forms of Great Io himself, you can stop these attackers." With these powerful words echoing in their minds and a vision of Io before them, the three great dragons united dragonkind and forged a plan to stave off the invaders. Under their leadership, the dragons defeated the dragon slayers and destroyed their ships. Where individually they could not stand against the army of slayers, as a group they were strong enough to win with flame and lightning, acid and ice, claw and wing.

To rejoiced at the victory of his children, certain that now they would see the error of their ways and live in the harmony he had intended. But with the majority of the dragon slayers' army destroyed, dragonkind turned back to its own internal war for control of the islands. Great Io, the Concordant Dragon, was furious. Had his children learned nothing from the lesson of the dragon slayers?

Once more the Sire of Dragons sent visions to his chosen prophets. Exaudron saw a great aerie on a golden plain where all dragons could gather. Bloodtide envisioned formidable formal challenges to replace the fatal dragon wars. Starratiel dreamed of a great council of dragons to mediate matters of dragon importance. Through their combined visions, the Council of Wyrms was born.

Overview of the Isles

More than 60 islands make up the Io's Blood chain. Temperatures range from freezing arctic cold in the north to steaming tropical heat in the southern climes. Once past the island chain, the closest land masses are the giants' territory to the north and south. The dragons know little about these areas, except that frost giants live to the north and fire giants to the south. Beyond these lands, distance and inhospitable conditions separate the chain from the rest of the world. Some small, desolate islands appear in the vast stretches of ocean, but these have little or no population. Isolated, the Io's Blood isles receive only occasional visitors from the lands beyond the seas. In practical terms, Io's Blood is a world unto itself. The chain can be broken into three segments: the northern islands, the temperate zone, and the southern region.

The northern isles (including Everwinter, Barren Isle, and Glacianta) feature a variety of arctic terrains and are home to the white, amethyst, and crystal dragon clans. The Ice Sea surrounds these islands, holding them in the grip of perpetual cold. Stark beauty contrasts with constant danger in the northern isles. Ice and snow cover the land in breathtaking shapes sculpted by relentless wind. Jagged mountains rise over glacial plains, and great falls of ice drapé from splintered crags.

In the far north, the blinding landscape makes travel especially difficult during the day. Even on the most overcast days, the barest hint of sun turns the plains of ice into painfully dazzling sheets of light. At night, the temperature drops fast and furiously. Few spots on or below the world are as cold or black as the northern Io's Blood isles after dark. Even the shine of the moon reflecting off the snow and ice barely cuts through the long, dark nights.

But life inhabits these cold northern regions nonetheless. Tenacious plants, shrubs, and grasses cling to the frozen ground, and all manner



of animals fill the plains, forests, and mountains. Monsters such as behirs, lesser basilisks, remorhazes, and ice trolls abound. Humanoids such as kobolds, ogres, orcs, and the like live in the shadows of the icy peaks. Dwarves and gnomes have communities here, though most of these are associated with one of the dragon clans. A small number of barbaric humans (the descendants of the survivors of the great Dragon Slayer War) live as primitive tribesmen. Lastly, a few frost giants (associated with the tribes of the far north) wander the plains of ice in search of dragons to enslave.

The islands of the temperate zone, bordered on the east by the Blood Sea and the west by the Coral Sea, are dominated by Exaurdon and Starshine. These large islands combine primeval forests with verdant plains. The twin isles of Jade and Emerald guard the bay leading to All Clans Island, where the Council Aerie rests in a field of swaying grass. Nearby, the island of Fang awaits young dragons sent by the Council to test their skills against the wild creatures that inhabit its uncivilized shores.

In the temperate climes, the seasons follow a regular cycle of change. A period of extensive growth marks the rainy spring, when the islands come alive with blooming flowers and trees, and animals emerge from the cold grip of winter to frolic in the sprouting underbrush. Spring advances to hot summer, when the air becomes thick with insects and the forest grows bright green. In the fall, as the trees begin their slide toward winter's sleep, the leaves sparkle with rainbow hues, putting on one last show before the season turns cold. Without warning, fall becomes winter. Snow spins out of the sky to blanket the forests in great heaps, and the frozen winds of the north gust across the land. Then the pattern starts again, an unending cycle of birth, growth, and death.

In the southern region, a series of hot, dry islands separates the temperate isles from the tropical climes. Rockshore, with its sweltering badlands

and broken canyons, lies to the west of Aridia and Inferno, which are known for their arid plains, parched mountains, and blazing deserts. Inferno's Tail is a wild, untamed chain of small islands stretching east of Inferno. At the far end of the Tail, an insignificant rock called Wizard's Isle lures dragons who would study arcane lore. To the southeast of Aridia, all manner of monstrous reptiles make their home in the teeming deserts of Basilisk. Of the Forbidden Isle, no older dragon will speak, and young dragons who go there never return.

For all of the hardships associated with these southern islands, many forms of life thrive here. Copper dragons dominate the badlands, sharing the region with a variety of lizards, giant scorpions and spiders, poisonous toads, and even a scattering of barbaric human nomads. The arid plains are home to the brass dragon clans as well as manticores, trolls, and wemic tribes. In the deserts, blue dragons hold sway, while brass dragons, fire beetles, dragonettes, and hatorii lizards compete for space among the dunes.

The Burning Sea—with its underwater hot springs, active volcanoes, and boiling steam vents—heats the tropical isles of this region. While merely hot near the island shores, farther out the water actually boils. Any creatures not immune to heat quickly succumb to the sizzling waves 100 miles south and west of these islands.

Bloodtide, the half-desert, half-jungle island, is one of two huge land masses here. The other is Fireshore, an island of jungle and swamp second only to great Exaurdon Island in size. Other islands in the region include Flamestrike Isle, Storm, Lightning, and the impenetrable Oracle off Bloodtide's western coast.

Black dragon clans inhabit the swamps and jungles of these southernmost islands, while the steaming mountains serve as home to red, emerald, and silver dragons. Sapphire clans claim the great subterranean caverns beneath the jungles. Other creatures found in these regions include dracolisks, goblins, ogres, fire toads, yuan-ti, bul-

lywugs, lizard men, giant trolls, a small number of humans, and the occasional fire giant from beyond the Burning Sea.

Whether southern, northern, or temperate, the Io's Blood isles call dragons their masters. Still, the reach of claws, while long, is insignificant compared to the vast amount of territory the islands occupy. Clan holdings take up little room, and their cities and towns are small pockets in a great wilderness. A mere score of miles from a dragonhold and the land turns hostile and remains largely unknown, even to the greatest dragons.

In these untamed regions, monsters thrive. On islands such as Exaurdon and Fireshore, mammoth creatures roam beyond the city limits. These reptilian, humanoid, and insectoid gargantua usually avoid the cities, but smaller dragon and vassal settlements are occasionally attacked.

Still other animals and monsters live in the surrounding waters and among the varied island terrains. The encounter tables presented on the card sheets give some idea as to what types of creatures roam these islands. (Descriptions of such monsters can be found in the *Monstrous Manual*.) Some, but not all, of the intelligent monsters serve as vassals or are otherwise allied with the dragon clans. Those who do not bow to the dragon lords either live in hiding in the vast wilderness or are in conflict with at least one dragon clan.

Geographically the Io's Blood isles are easily separated into northern, temperate, and southern divides. It is, however, the division of the islands into the domains of metallic, gem, and chromatic dragons that is a matter for greater interest. These sections include brief discussions of specific domains, their lords, important clan members and vassals, and relations to neighboring clans.

Metallic Dragon Domains

Six gold dragon clans claim domains among the islands of Io's Blood. These clans are Baraster, Exaurdon, Justice, Resplendence, Sunblaze, and

Triumph. All gold dragons in the isles belong to one of these clans.

The silver dragons of the Io's Blood isles are divided among six clans and their domains. These clans are Brightscale, Cloudwalker, Coldwing, Fog, Pinnacle, and Summit.

The bronze dragons of the Io's Blood chain are divided into five separate clans, with domains on the facing shores of Bloodtide and Fireshore islands. The five clans are Battlewing, Cliffwalker, Seaview, Tempest, and Waveflier.

The copper dragons hold eight domains in the rocky hills and badlands of Io's Blood's southern isles. The clans that control these domains are Bucubard, Clawstrike, Cutharn, Fastwing, Highjump, Rockclaw, Stoneproud, and Sunleap.

The seven brass dragon clans inhabiting the Io's Blood islands are Blisterclaw, Dewfeast, Drywing, Dustspinner, Hotwind, Sandtail, and Sungazer.

A selection of metallic dragon clans and their respective histories are presented in the pages that follow. The DM is encouraged to make up histories of other clans as appropriate in relation to the information detailed here.

Clan Exaurdon. The largest, oldest, and most respected gold dragon clan is Exaurdon. The clan's domain stretches across a large portion of Exaurdon Isle, reaching from the north forest to the central plains and encompassing all of the land between the two coasts. Two great cities sparkle as jewels in the domain's crown. The City of Gold, high in the mountains on Exaurdon's eastern shore, looks down upon All Clans Isle. This magnificent city is carved from the very mountain peaks, and layers of sparkling gold cover many of the structures. The west forest houses the city of Summer, where the elves have used magic and their knowledge of forest lore to grow a living city for their gold masters.

Freedom and liberty abound within the borders of this domain. Clan Exaurdon grants much independence to its vassals—the most of any other



dragon clan. For both dragons and vassals, learning and culture are at a level unsurpassed by even other gold domains. Vassals are free to pursue their own interests, to better themselves, and to seek happiness while still serving their dragon masters. These vassals willingly work in harmony with dragons for the benefit of the domain.

The great wyrm Magnern the Gold heads Clan Exaurdon and serves as lord of the domain. His private lair lies deep beneath the City of Gold, and his hoard is said to fill a chamber roughly half the size of the great metropolis. Magnern epitomizes the ideals of gold dragons. He believes in law and justice, often administering both personally from the Grand Audience Chamber in his public lair. He is far more concerned with his own domain than with the overall affairs of the isles. Thus, his daughter Aureen, a mature adult of considerable strength and personality (and the clan's grand lord advocate), sits on the Council of Wyrms in his stead.

Magnern's current kindred is the powerful elf mage, Luniel Sarrenth. While Magnern actively participates in the running of the domain, many of the day-to-day details are left to Luniel. Luniel has great authority within the domain, and most of the clan members bow to his voice as though it was the voice of Magnern.

Clan Exaurdon has no overt enemies, though many other dragon clans covet its size, wealth, influence, and power. However, the gold dragons of Clan Resplendence believe they should be the predominant members of their dragon family. This leads to heated arguments between their representative and Exaurdon's in the Council.

Though their ancestors once worked together for the good of dragonkind, Firebrand the Red, lord of Clan Bloodtide, hates Magnern and his brood with a terrible passion. Firebrand actively votes contrary to Exaurdon's representative in the Council, and he plots other ways to bring down the great gold clan. Although none of these plots have been carried out, Firebrand's hatred and jealousy grow with each passing year.

Clan Sunblaze. The relatively young Sunblaze clan of gold dragons established a domain on Sunblaze Isle only one dragon generation ago. Now ruled by Sunray the Gold, daughter of the clan's founder Sunblaze, the domain covers all of the island and the mountain chain that runs along its shore into the sea beyond. The clan was established by those gold dragons of Clan Justice who wanted more freedom than was available within the rigid confines of the Justice domain. While still lawful and good in their outlook, the dragons of Clan Sunblaze have a far broader interpretation of those concepts than does their original clan. Sunblaze is a small clan, with less than 30 dragons of fairly young ages. Even Sunray, the clan's lord, is only a mature adult of 324 years.

Most clan members live in the City of the Sun, located in the isle's eastern mountain range. The city of carved rock and wood culled from the island's western forest overlooks the Blood Sea. Few vassals live within the confines of the city, as the clan's liberal interpretations of law and goodness do not extend to the lesser races. Instead, the vassals inhabit feudal villages in the mountain's shadow.

Except for the mountain city, the handful of vassal villages, and a few isolated clan lairs, Sunblaze Isle remains as wild as it was when the clan claimed it for its domain. A sizable number of monsters and humanoid races inhabit the untamed forests and desolate mountain peaks.

The domain's ruler, Sunray the Gold, is among the youngest dragon lords currently heading a clan and domain. She was forced to step into the role at such a young age due to the unexpected death of her father, Sunblaze. The ancient great wyrm fell while defending his island from invading fire giants. Though the giants were turned back, Sunblaze received grievous wounds that eventually killed him. Sunray believes that the red dragons of Clan Magma were behind the invasion or otherwise provided the giants with assistance, but she has no proof to bring before

the Council. While her clan and domain remain small, she realizes that they make tempting targets for the more warlike factions of Io's Blood and its environs. Her goal is to alleviate these threats by somehow attracting more gold dragons to her clan or by solidifying relations with the clan's nearest neighbors.

Clan Sunblaze is on good terms with the amethyst dragons of Clan Starratiel, who inhabit the northeast portion of Starshine Isle. This clan is especially interested in aiding the gold dragons against the aggressive green dragons of Starshine's Clan Verdiste. The green dragon clan covets Sunblaze's forest and sees the weak gold clan as an enemy ripe for plunder.

Clan Cloudwalker. The most powerful silver dragon family, Clan Cloudwalker maintains a domain in the northern peaks of the Silver Mountains. The domain includes not only the northern mountains, but also the jungle that fills the rest of Silver Island. Cloud City extends from the rocky peaks to the permanent cloud cover that surrounds the mountain tops. Here, using powerful enchantments, the dragons have created solid structures shaped from the clouds themselves. Demihuman vassals mingle freely with their dragon masters, though they also inhabit villages in the jungle below.

The great wyrm Agrannus leads Clan Cloudwalker. He has a cheerful disposition and a kindly heart, and the borders of his domain are open to all good creatures. Of course, those who come to live in Cloudwalker territory must contribute to the peaceful society. Those who seek to simply live off the compassionate nature of the clan are cast out once it is obvious they fail to impart some useful service to the community. This domain can be a paradise—provided a good creature or demihuman lives within the rules of its orderly society.

Vassals hold important posts within the domain, and many find lifelong companionship with the silver dragons as friends, aides, and even mates. The elf fighter/mage Ryella, Agrannus's current

kindred demihuman and mate, keeps the domain's daily business on track and is as loved and respected as the ancient dragon lord himself. Another important vassal is the dwarf Longbeard, whose knowledge and skill of engineering aids in the design and expansion of Cloud City.

Though peaceful and slow to anger, Clan Cloudwalker maintains a powerful military force to combat the threats posed by their nearest neighbors. The black dragons of Clan Nightshriek, who inhabit Dark Swamp Isle, sometimes raid the nearby Silver Mountains. They do not often strike directly at the silver dragons, but they have little hesitation about going after demihumans or other vassals.

The greatest danger to Clan Cloudwalker, and to the other dragons of the Silver Mountains, remains the red dragons of Flame Strike Isle. Clan Vermilion has grown large over the ages and desperately needs to either split the clan (which the dragon lord refuses to do) or expand its territory beyond the island. Vermilion the Fourth, lord of the clan, covets the Silver Mountains and sees their peaks as the logical place to spread. All that stands in the way are the silver dragons—and Vermilion doesn't see them as an insurmountable obstacle.

The Council has so far been able to keep this conflict from erupting into full-scale dragon war, but a lasting solution will have to be found before too many more hatchings occur.

Clan Pinnacle. Clan Pinnacle also inhabits the Silver Mountains, claiming the peaks and valleys of the two southernmost islands. The silver dragons and their vassals live in a city of cloud that stretches across both islands and constantly covers the mountains in a silvery fog. Called Pinnacle, this dragon metropolis is as wondrous as Cloud City to the north, though on a smaller scale. While the mountain tops and enchanted cloud cover bustle with activity, the valleys remain quiet and nearly deserted. Animals and a few rogue mon-



sters live in the shadows beneath Pinnacle, but neither dragon nor demihuman vassal venture into this territory for any length of time. The clan as a whole prefers the airy citadels of stone and vapor high atop the Silver Mountains.

There is said to be a half-dragon settlement hidden within the shadowy valleys beneath Pinnacle. Rumors persist that the lord of Clan Pinnacle, the venerable Firstclaw, knows all about the settlement and even encourages the presence of these crossbreeds. Talk in the Council Aerie insists that the leader of the half-dragon community is actually one of Firstclaw's progeny. Of course, none have voiced this belief within Firstclaw's presence. Because of the rumors, many half-dragons attempt to reach this mythical community. They brave the dangers of hostile clans, turbulent seas, and hungry monsters in an effort to find a place they can call home. How many actually make it—or even if the community really exists—is unknown.

Firstclaw, dragon lord of the clan, rules the domain from a citadel of mist that floats over and around the summit of the southernmost isle. His lair extends deep into the mountain itself, though few are permitted access to his private chambers. Firstclaw and his kin spend much of their time in demihuman form, living side by side with the vassals they consider friends and companions. Other clans, especially chromatic clans, look down upon the dragons of Pinnacle because of this practice. Those dragons without the natural ability to polymorph themselves consider the desire to live in demihuman form to be a weakness. Some even see this as a mental illness, further proof of the inherent superiority of the nonmetallic dragons.

Casual visitors can rarely tell if they are dealing with a polymorphed dragon or a true demihuman in Pinnacle. Vassals share much of the work load and decision-making with their dragon masters, and the lines of authority in this clan are blurred. In fact, the administrator of the city is

the gnome female Cerellen. She handles the necessary routine details so that Firstclaw and his dominants can deal with bigger plans and problems. The position of First Administrator belongs to Cerellen's family and is passed down from generation to generation.

Clan Pinnacle maintains friendly relations with the other silver dragon domains and has a trade agreement with the clans of the Bronze Cliffs. The red dragons of Clan Vermilion raid often from their lairs on Flame Strike Isle, seeking to expand their territory into the Silver Mountains. As such, the two clans do not get along. Another major threat comes from beyond the southern waters of the Burning Sea. Fire giants strike unexpectedly from across the boiling waves, hunting for young dragons and dragon eggs. The giants have a great many uses for the dragons, from slave laborers to raw materials for tools, weapons, clothing, and spellcraft. Clan Pinnacle maintains a constant vigil against fire giant raids, and the dragons live on constant guard against losing their young to these marauders.

Clan Tempest. From the city of Water's Edge that clings to the northern face of the Bronze Cliffs, Clan Tempest holds one of the largest bronze dragon domains. From the northernmost reaches of the cliffs, the clan's territory stretches over 250 miles to the south and approximately 100 miles into the jungles of Fireshore Island. Most of the dragons live within cliffside lairs, while the majority of their vassals tend jungle plantations or work the sea at the bottom of the cliffs. The domain's center of leadership operates from Water's Edge. Using both natural and constructed caverns in the cliffs to start, the city has expanded into a metropolis of aeries, platforms, and towers all jutting from the side of the cliffs and hanging over the crashing waves.

Clan Tempest maintains a great army of both dragons and demihumans, as well as a large number of ships with which to move its vassals from

island to island. None of these vessels can withstand the terrible rigors of the open seas surrounding the island chain, but all can manage the relatively calmer waters between islands. While the ships are designed as war vessels, more often they carry workers into the sea to harvest aquatic plants, seafood, and pearls for the bronze dragons.

Whitescale, a great wyrm of considerable age, serves as lord of these bronze dragons. The dragon, named for the single scale of purest white that gleams upon his chest, sits atop his hoard facing the cliffside opening. An entourage of demihuman vassals surrounds him, tending to his needs and challenging him with riddles and other mental contests. His great size and advanced years have decreased Whitescale's level of activity. He spends almost all of his time within his lair, looking out over the sea and dealing with business matters when approached. He leaves other affairs, including Council meetings, to his three sons—the lordlings Whiteclaw, Stormwing, and Seatooth.

Clan Tempest's army wages continuous skirmishes against the warriors of Clan Mire. The black dragons of Fireshore's northwest swamp hate the bronze dragon clan. The true cause of their battles, however, is the strip of unclaimed jungle that separates the two domains—land that both clans desire. Also, the clan often finds itself at odds with the topaz dragons of Clan Seaspray. Both clans send their vassals into the sea, where they sometimes compete for the choicest fish.

Clan Cutharn. The copper dragons of Clan Cutharn have only recently formed their own domain. Originally, these dragons were part of Clan Rockclaw, the oldest and most powerful of the copper dragon clans. When a complex prank against the lord of Rockclaw failed to elicit the desired response, Lord Advocate Cutharn (the perpetrator of the prank) was highly insulted. Instead of being congratulated for his grand humor and ingenuity, Cutharn was banished. The full details of the prank remain a mystery, but to this day Lord Venomtail sports

bright red spots on his long, snaking tail. Cutharn, his allied dominates, and their vassals moved into the northern canyons of Rockshore Isle and declared the area a new domain. Five bloody battles and seven wars of words later, Clan Cutharn has finally received a place in the Council of Wyrms—though the peace between the two neighboring clans remains uneasy at best.

The village of Cutharn, the largest settled portion of the domain and the location of the lord's lair, has grown up around the clan's largest mine. Primitive compared to even the small city of Cracked Peak in Rockclaw domain, let alone the major metropolises of the more powerful dragon clans, the village is an open-topped maze that surrounds the mine. The community consists of dragon lairs and vassal dwellings, but activity is geared toward the working of the mine. The ores drawn from the rocky hills, mostly silver and gold, constitute the bulk of Clan Cutharn's wealth.

Cutharn was a lord advocate of adult age in Rockclaw when he broke away and formed his own clan. Now the dragon lord is an old dragon with a small but stable domain under his control. He believes that his presence is required whenever the Council of Wyrms meets, so he often leaves his son Necuthus in charge of the domain. Necuthus also leads the clan's armies, for Cutharn believes a strong defense must be maintained if peace with Clan Rockclaw is to last. The dwarf Kennbred, Cutharn's kindred, oversees activities in the mines and commands the defenders of the village maze.

To this day, Clan Rockclaw seeks to reclaim the portion of Rockshore Isle it lost to Clan Cutharn. To the copper dragons of Rockclaw, Cutharn is not a true clan at all. They are simply disobedient children who must be brought back into the family—after they have suffered the appropriate punishment for their misbehavior. Now that the Council has recognized Cutharn as a clan (despite Rockclaw's strenuous objections), Venomtail and his kin must be less overt in their efforts to take

back the northern canyons. The dragons of Rockclaw are patient, however, and though they are bad losers, they have restraint enough to wait for the best time to make their play.

Clan Dewfeast. Located in the southwest desert of Aridia Isle, the Dewfeast domain of brass dragons maintains a large village called Trade Town. Many travelers visit it on their trips to and from the northern and southern islands. The village has long been considered a neutral site, and dragons from all clans make use of its facilities during the long flights between the temperate and tropical regions. The domain also houses Brasstown, a great desert metropolis that serves as the domain's seat of leadership. Its baked-brick and heat-sculpted sand aeries form a wondrous city of strangely shaped structures with plenty of flat surfaces where the dragons can stretch out in the sun. Some vassals live within the city, but the majority of demihumans are permitted to reside in villages scattered throughout the desert. Each demihuman village, of course, is located near where the resident vassals work, and each village is usually built around a natural oasis.

The venerable Brazzen the Brass rules Clan Dewfeast and its domain from his lair in Brasstown. This is a huge complex of impossibly thin towers of sand, low block houses, wide sunning platforms, and hidden underground chambers. Its towers rise from the center of the city to greet the burning sun, and Brazzen can often be seen relaxing on a sun-drenched platform while conversing with his vassals or honored visitors. He enjoys talking at great length about subjects of little interest to others, though visitors quickly learn not to insult the dragon lord by spurning his conversations. Those who offend Brazzen receive the dragon lord's favorite punishment. They are buried in the sand before the lord's sunning platform with only their heads uncovered. There they are forced to spend an entire day (or sometimes more) listening to Brazzen talk. The dragon lord regularly attends the meetings of the Council of Wyrms.

Demihuman vassals do not enjoy much freedom or authority in the brass dragon clans. Even the kindred of the leading dominates are little more than glorified servants. All positions of power and authority are held by dragons, who use demihumans and other vassal races merely as workers. Rumors of an underground society of demihumans who seek to improve the lot of the vassals of Clan Dewfeast persist, although no evidence of actual rebellion has ever been discovered.

Because of Trade Town, which most dragons traveling from one end of the island chain to the other use as a resting place, the clan enjoys cordial relations with almost all dragon clans—including the chromatic dragons. This suits the brass dragons perfectly, for it means more visitors and more conversations for them to engage in. The only openly hostile clan is the blue dragon Clan Lightningwing, whose domain stretches through Aridia's eastern desert. The dragons of this clan seek to expand into Dewfeast's territory, often staging raids to measure the strength and preparedness of the brass dragons. The last raid turned into a brief war, and nearly 50 vassals and six dragons from both sides were killed. This conflict is carefully monitored by the Council in hopes of keeping it from escalating further into an all-out battle for Aridia's deserts. Lord Lightningwing and her relatively young clan have thus far ignored the implied threats of the Council, and the raids continue.

Gem Dragon Domains

Four amethyst dragon clans inhabit the northern Io's Blood islands: Corum, Majyst, Regalen, and Starratiel.

The sapphire dragons are divided among five clans that maintain domains in the subterranean caverns of Bloodtide and Fireshore islands. These clans are Battlecry, Boldtail, Glitterwing, Phlare, and Warclaw.

The emerald dragons hold five domains that are closely linked with the sapphire domains. These clans are Firelake, Flamestrider, Maragdus,

Sharpwail, and Sonis.

Topaz dragons control four domains held by the following clans: Deepwater, Dryair, Pazus, and Seaspray.

Six crystal dragon clans inhabit domains in the northern islands. These clans are Coldshard, Luckwing, Moonlight, Sparkle, Starlight, and Sunlight.

A selection of gem dragon clans and their respective histories are presented in the pages that follow. As with the metallic dragon clans, the DM is encouraged to make up histories of other gem clans as appropriate in relation to the information detailed here.

Clan Majyst. The amethyst dragons of Clan Majyst control the domain located on Majyst Isle. Named for the greatly respected founder of both the clan and domain, Majyst has been one of the most influential gem clans for the last few dragon generations. The city of Clear Lake, located in the northern reaches of the island's thick forest, is carved into the rolling hills that surround a large, isolated body of water. Here, the dragon dominates come together to determine the balanced, noble course their clan strives to follow. It is a community of great learning, peaceful existence, and tremendous freedom—not only for the dragons, but for their vassals as well.

Gemmenna the Great Wyrn rules over the domain. She sees herself as a champion of the neutral dragons, and many of the other gem clans defer to her leadership. She keeps her clan and those gem dragons loyal to her out of the typical conflicts that plague the metallic and chromatic dragon clans—provided these conflicts do not endanger the lives and lands of the neutral dragons.

Clan Majyst has had some problems with the white dragons of Clan Frostwind, who raid the shores of Majyst from their lairs on Glaciata Isle. While the white dragons rarely attack the larger, more powerful amethyst dragons, they have no qualms about freezing vassals and taking them

back to the northern isle as food. The gem clans allied with Majyst include the topaz dragons of Clan Seaspray and the crystal dragons of Clan Sparkle.

Clan Warclaw. The strongest clan of sapphire dragons can be found beneath the northeast mountains of Fireshore Island. Here, deep within extensive subterranean caverns, Clan Warclaw maintains wondrous domain of burrows, tunnels, huge caves, grottos, and hidden lairs. A gigantic open cavity at the bottom of an extinct volcano serves as the domain's center. Bottomtown receives fresh air and sunshine from the volcano's mouth. Natural and constructed caves line the cavern's walls, and here the sapphire dominates nest and bask in the presence of their lord, Phirebolt.

Warclaw's armies of dragons, gnomes, and dwarves are among the best trained and most battle-ready of all the military forces of Io's Blood. In fact, much of the clan's focus is toward maintaining or increasing the strength of its troops. Gnomes fill the most coveted vassal positions in the domain, while dwarves are relegated to menial duties—both in the army and in construction, mining, and hunting details. No elf vassals can be found within the confines of the Warclaw domain.

Clan Warclaw long ago drove away its enemies, and because of the clan's reputation the domain has been at peace for more than three dragon generations. To visit the domain, though, is to see a clan on the verge of war. Armies train and patrol constantly, as though the clan's greatest enemy was gathering on its borders. Phirebolt, a venerable sapphire of great size and strength, follows the customs of his forebears and keeps his clan in peak fighting condition. His memory is very good, and images of the great battles fought against the drow when he was very young still haunt his restless nights. He remembers how the dark elves flooded into the caverns, using magic and weapons to steal the



sapphire dragons' hoards. When he became lord of the clan, he promised that no enemy would ever get that close again. His daughters Phyre and Phlame command the lair guard, two elite legions of dragons and vassals charged with protecting the inner caverns from all threats.

Clan Warclaw has close ties with the emerald dragons of Clan Sharpwail, whose domain spreads from the upper portion of the volcano into the mountains and jungles around it. The two clans maintain trade, share news, and provide a common defense for their parallel domains.

Clan Maragdus. Located among the central mountains of Bloodtide Island, the domain of Clan Maragdus is typical of other emerald dragon domains. The domain is closed to visitors, as the emerald dragons have a great fear of outsiders. Those who have legitimate business to conduct in the domain must do so within the confines of one of the border vassal towns, where visitors are tolerated, if not truly welcome. Dwarves and gnomes make up the majority of the vassals serving the emerald dragons, and even other dragons must deal with these beings as few emerald dragons ever leave the inner lairs.

The great city of Quietfire, built on the rim of a huge volcano, overlooks a slow-bubbling lake of molten rock. Here, the emerald dragons maintain their collections of history and lore. For all their paranoia concerning outsiders, they are extremely curious about the customs and traditions of other clans. They know more about the rest of lo's Blood and the seas beyond than any other clan, yet few if any of these dragons will ever leave the domain to see these sights personally.

Maragdus, the great wyrm, rules the emerald dragons of Clan Maragdus. He jealously guards his lair from even his own subjects, rarely venturing out from behind his maze of traps and alarms. Only the gnome female Greltha, his kindred, has free access to the lair. She takes care of all Maragdus's needs, including going out to meet with

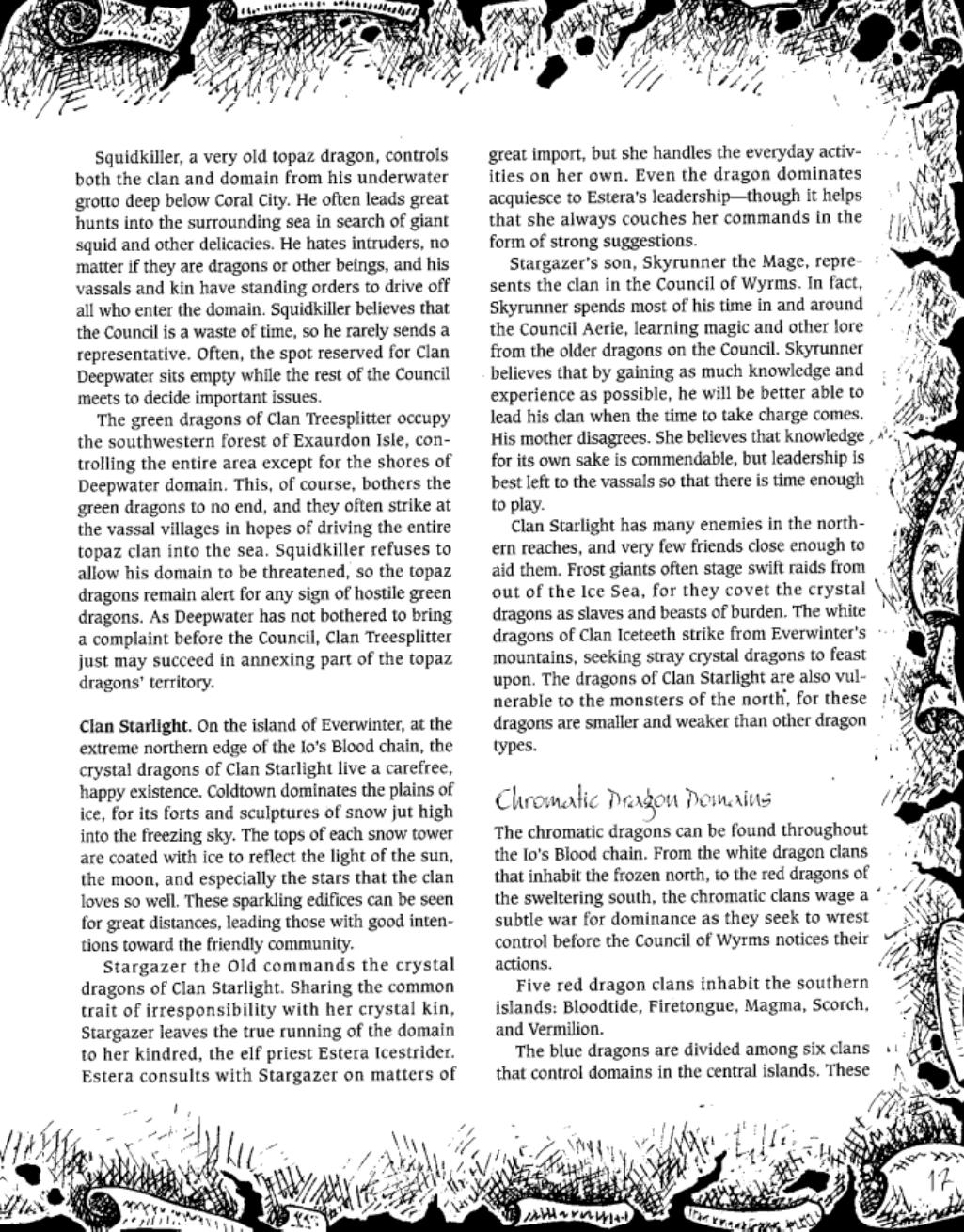
those the great wyrm would rather avoid.

Maragdus's son, the young adult named Aldus, has a totally different outlook. While the typical emerald is paranoid and shy, Aldus is fun-loving and outgoing. He thrives on making new friends and satisfying his curiosity. Privately Maragdus thinks his son suffered some shock while still in the shell. When the Council of Wyrms meets, Aldus attends on behalf of Clan Maragdus.

The emerald dragons of Clan Maragdus have a territorial treaty with the sapphire dragons of Clan Battlecry. Not that Maragdus trusts the sapphire dragons anymore than he trusts other dragons, he just doesn't fear them as much as he fears the red dragons of Clan Firetongue. This clan lives in the nearby peaks overlooking the Bloodtide desert, and its red dragons have made numerous assaults on border villages in search of treasure to add to their own hoards. Thanks to Battlecry's help, the red dragons have not moved against Quietfire City and the dominants' lairs—at least not yet.

Clan Deepwater. The domain of Deepwater, located on the southwest shore of Exaurdon Isle, is home to the insular topaz dragons of Clan Deepwater. Coral City, the domain's cultural and political center, rises out of the Coral Sea, thanks to a combination of magic and careful tending. Its enchanted grottos and rocky outcroppings are designed for the maximum comfort of the topaz dragons and their vassals. Sea elf vassals care for the living coral, which local dragon-mages and priests shape with powerful spells. For all its beauty and wonder, Coral City is still home to the unfriendly topaz dragons of Clan Deepwater—which makes it an unfriendly place to visit.

Gnomes and elves share duties as vassals to the dragons of Clan Deepwater. While sea elves live and work in the water around Coral City, their land-bound cousins fish and farm from villages on the shore. The gnome vassals actually live inside Coral City beside their ill-tempered masters, as well as in coastal and forest villages.



Squidkiller, a very old topaz dragon, controls both the clan and domain from his underwater grotto deep below Coral City. He often leads great hunts into the surrounding sea in search of giant squid and other delicacies. He hates intruders, no matter if they are dragons or other beings, and his vassals and kin have standing orders to drive off all who enter the domain. Squidkiller believes that the Council is a waste of time, so he rarely sends a representative. Often, the spot reserved for Clan Deepwater sits empty while the rest of the Council meets to decide important issues.

The green dragons of Clan Treessplitter occupy the southwestern forest of Exaudron Isle, controlling the entire area except for the shores of Deepwater domain. This, of course, bothers the green dragons to no end, and they often strike at the vassal villages in hopes of driving the entire topaz clan into the sea. Squidkiller refuses to allow his domain to be threatened, so the topaz dragons remain alert for any sign of hostile green dragons. As Deepwater has not bothered to bring a complaint before the Council, Clan Treessplitter just may succeed in annexing part of the topaz dragons' territory.

Clan Starlight. On the island of Everwinter, at the extreme northern edge of the Io's Blood chain, the crystal dragons of Clan Starlight live a carefree, happy existence. Coltdown dominates the plains of ice, for its forts and sculptures of snow jut high into the freezing sky. The tops of each snow tower are coated with ice to reflect the light of the sun, the moon, and especially the stars that the clan loves so well. These sparkling edifices can be seen for great distances, leading those with good intentions toward the friendly community.

Stargazer the Old commands the crystal dragons of Clan Starlight. Sharing the common trait of irresponsibility with her crystal kin, Stargazer leaves the true running of the domain to her kindred, the elf priest Estera Icestrider. Estera consults with Stargazer on matters of

great import, but she handles the everyday activities on her own. Even the dragon dominates acquiesces to Estera's leadership—though it helps that she always couches her commands in the form of strong suggestions.

Stargazer's son, Skyrunner the Mage, represents the clan in the Council of Wyrms. In fact, Skyrunner spends most of his time in and around the Council Aerie, learning magic and other lore from the older dragons on the Council. Skyrunner believes that by gaining as much knowledge and experience as possible, he will be better able to lead his clan when the time to take charge comes. His mother disagrees. She believes that knowledge for its own sake is commendable, but leadership is best left to the vassals so that there is time enough to play.

Clan Starlight has many enemies in the northern reaches, and very few friends close enough to aid them. Frost giants often stage swift raids from out of the Ice Sea, for they covet the crystal dragons as slaves and beasts of burden. The white dragons of Clan Iceteeth strike from Everwinter's mountains, seeking stray crystal dragons to feast upon. The dragons of Clan Starlight are also vulnerable to the monsters of the north, for these dragons are smaller and weaker than other dragon types.

Chromatic Dragon Domains

The chromatic dragons can be found throughout the Io's Blood chain. From the white dragon clans that inhabit the frozen north, to the red dragons of the sweltering south, the chromatic clans wage a subtle war for dominance as they seek to wrest control before the Council of Wyrms notices their actions.

Five red dragon clans inhabit the southern islands: Bloodtide, Firetongue, Magma, Scorch, and Vermilion.

The blue dragons are divided among six clans that control domains in the central islands. These



are Clearskey, Jagtail, Lightningwing, Sandshaper, Sharpbolt, and Swiftclaw.

The green dragons hold six domains in the temperate isles. The green clans are Darkcloud, Evilwood, Foulgrove, Jadress, Treesplitter, and Veriste.

Black dragons control seven domains held by the following clans: Blackmoon, Blackwater, Boghold, Lurker, Mire, Nighthunt, and Nightshriek.

Eight white dragon clans inhabit domains in the northern islands. These clans are Chillblood, Coldfire, Desolate, Everwinter, Frostwind, Glare, Iceteeth, and Ichnswor.

A selection of chromatic dragon clans and their respective histories are presented in the pages that follow. As with the metallic and gem dragons, the DM is encouraged to make up histories of other chromatic clans as appropriate in relation to the information detailed here.

Clan Bloodtide. High in the mountains in the southeast jungles of Bloodtide Isle, the red dragons of Clan Bloodtide live in great cities of stone and molten lava. The cities, carved from the living rock by countless slaves, sit atop the three highest peaks, perched like predators waiting to pounce on passing prey.

Malice, largest of the three cities, has huge aeries, intricately crafted cavern lairs, and rivers of lava that illuminate the wide avenues with flowing light. Firebrand, dragon lord of Clan Bloodtide, rules from this place of beauty and intense evil with a fierce, firm claw.

Visitors to the cities of the Bloodtide domain must endure the oppressive air that hangs over each metropolis. From the looming, monolithic structures to the hordes of slaves laboring for cruel dragon taskmasters, each imposing, spirit-crushing community is a reflection of the dark nature of the red dragons. Huge clouds of steaming mist rise out of the mountain to cloak the streets, while the constant, flickering fires and dull streams of lava bathe everything in a stygian glow. The heat,

already unbearable because of the tropical clime, is many times worse in the mountain cities—but the red dragons find it just to their liking.

Firebrand the Red, a great wyrm of incredible power and size, has done much to shape the clan and its attitudes over his long reign. The predominant attitude fostered by Firebrand is an overwhelming hatred for the gold dragon clans—especially Clan Exaurdon. He believes that the gold dragons are the only legitimate threat to his domain, and the only beings capable of impeding his clan's takeover of the entire island chain. Firebrand spends much time plotting ways to safely topple the great gold dragon domains. While he has dreamed of countless ways to accomplish this goal, no single method has yet given him confidence enough to proceed.

Everyone and everything within reach of Bloodtide's greedy claws feels threatened by the red dragon clan. The red dragons need many slaves to work their mines and build their lairs, and they don't care where they get them. Vassals of other dragon lords, monsters, and even other dragons can find themselves on the wrong end of Bloodtide's binding chains. And once a dragon is taken by the red clan, it disappears into the depths of the domain to labor for the rest of its long life.

Clan Foulgrove. In the heart of the Emerald Forest, the green dragons of Clan Foulgrove gather to plot and scheme against the rest of the Council of Wyrms. The trees of the deep forest have succumbed to the malignant will of the green dragons. They have been warped and twisted into vile, living structures—as enslaved to the dragons as the other forest creatures. Foulgrove, their living city, spreads from the center of Emerald Isle to cover nearly 25 square miles of forest. Trees and other forest plants have been formed into extensive, growing caves for use as dragon lairs. The pain of this dark forest is evident to those sensitive enough to hear the cries, for the

forest itself weeps of its oppression. To the green dragons of Foulgrove, these cries are sweet music to cherish and enjoy.

Chlorr the Green, a venerable female dragon, lords over the domain from her lair of twisted trees and thorny bushes. She demands that every creature in the Emerald Forest bow down to her, and she takes great delight in breaking the spirit of good creatures. In addition to the demihuman tribes that serve her, she also commands a clan of vicious bugbears. The bugbears look upon Chlorr as a god, giving her the same devotion that others reserve for true deities. Chlorr also has a small tribe of drow among her servants. These dark elves serve as her taskmasters, using their own cruelty to keep the other vassals in line.

Foulgrove's spies are everywhere, gathering information that Chlorr can use in the Council Aerie to promote her own interests. She attends the meetings personally, not trusting her kin to such an important task. While Clan Foulgrove has no particular enemies or allies, the green dragons constantly seek opportunities and weaknesses to exploit. If another clan provides an opening for Foulgrove, the green dragons will charge in.

One interesting feature of the Emerald Forest is the Groaning Wood, a portion of the island haunted by a banshee. Even the green dragons stay away from this desolate area, for the wail of the banshee is as deadly to them as it is to other living things. Some say that the groaning spirit cries out its own pain and the pain of the perverted forest. Others believe that the spirit of the female elf was once a vassal of Clan Foulgrove who will haunt the island until all the elf slaves are set free.

Clan Blackmoon. The southern swamp of Storm Island is home to the black dragons of Clan Blackmoon. Blackmoon has never been a prosperous clan. It is small in size, weak in power, and far from influential in dragon society. It has no cities,

few villages, and only one mining community. There was a time when it looked like Clan Blackmoon would be absorbed by the larger, more powerful Clan Mire. No one, not even the Council, took the small clan seriously. All that, however, is about to change—at least that's what Lord Deathstream believes.

Deathstream, an old dragon of relatively meager power, has made a secret alliance that he believes will make his clan exceedingly wealthy and strong. While he rules his domain in public, the true leader issues orders to Deathstream from a hidden underground lair. The leader behind the Blackmoon throne is Infernis, a dracolich from the time of the last Dragon War. Once a great red dragon, Infernis is now an undead creature with a hunger for power and a thirst for revenge. In life, Infernis ruled Clan Magma. He died at the claws of Baraster, lord of the gold dragons of Clan Baraster in the days before the invasion of the dragon slayers. Since his return, the undead dragon has been searching for dragons he could bend to his will. He finally found them in the black dragons of Clan Blackmoon.

Few members of Deathstream's court know about Infernis. The dominates simply see their lord finally accomplishing goals and setting higher aspirations for the clan. As long as their wealth continues to increase, the dominates will go along with Deathstream's edicts—and probably would do so even if they discovered the true source of Deathstream's suddenly commanding voice.

The first step in Infernis's ultimate plan is to gather more territory and more troops for the dragon army he seeks to build. He has decided that the Jagtail Clan will be the next to come under his influence. The blue dragons of Clan Jagtail control the desert islands off Storm's western shore. The dracolich urged Deathstream to send a small group of raiders to test the strength and determination of the blue dragons. Now he is working out the details of a full-scale invasion.

Kuniff Dell, Deathstream's kindred gnome,

knows of Infernis's presence and influence—and is terribly frightened by the undead monster. The feral gnome, who leads the rest of Blackmoon's vassals, believes that Infernis has come to destroy the laws and customs of Io's Blood society. He has been sorely tempted to reveal the existence of the dracolich to one of the clan's dominates, but he fears the wrath of both his master and Infernis.

Ranks Within the Domains

As noted in the preceding sections, the dragons of the Io's Blood isles have divided the islands into domains, each ruled by a dragon lord and its clan. Few clans are headed by dragons younger than the old age category, with most dragon lords being of venerable age or older. The islands are home to many clans, of which only a sample are presented above. This leaves room for Dungeon Masters to expand and shape the setting as they see fit.

The ultimate ruler of each domain is a **dragon lord**. All other dragons of rank within a clan are called **dominates**. No title falls to a dragon by birth alone. It must be earned by work and deed. Among the dominates of each clan, a single **grand lord advocate** stands in as the dragon lord's assistant ruler. The remaining dominate titles, in descending rank order, are **lord advocate**, **advocate**, **grand lord dominor**, **lord dominor**, **grand champion**, and **champion**. Once a dragon has been granted the title of champion, it has started along the path of privilege and authority within its clan.

A dragon lord's brood are considered **lordlings**, a title that holds little power in a clan's hierarchy. Lordlings are entitled to few special privileges; they must earn their place in the clan like every other dragon. However, once they achieve a true rank, they are often called upon to perform at a higher level than other dragons because of their heritage.

Forms of Address

Dragon traditions dictate formal practices used in the Council and in everyday life. In addition to addressing a dragon by rank, several alternative forms of address are used.

All dragons below the age of adult can be addressed as "master," and older dragons can be addressed as "grand master," regardless of their rank. Vassals use these terms universally, and they have gradually crept into general usage between dragons as well. Another typical usage among dragons is to add the dragon type to the name. Using these common modes of address, the white dragon Snowfire might be called "Master Snowfire" by the vassals of his clan, and dragons might call him "Champion Snowfire" or "Snowfire the White."

There are older and more formal rules of address, which use High Draconic. According to these rules, dragons call all those of higher status by title, while those of lower rank are simply addressed by name. Dragons of equal rank (or those of different clans or types) are given a prefix of respect, such as "ul-" for a young dragon (levels 1-5) and "ur-" for an adult (levels 6-12). Another usage in High Draconic, typically reserved for meetings involving dragons of many different types, is to apply a prefix signifying each dragon type (see listing below). Using these various forms of formal address, the young adult Snowfire is called "ul-Snowfire" or "il-Snowfire."

Prefix	Dragon	Prefix	Dragon
Type		Type	
au'	Gold	op'	Topaz
ag'	Silver	ry'	Crystal
cn'	Bronze	cr'	Red
cu'	Copper	az'	Blue
zu'	Brass	ve'	Green
ys'	Amethyst	dr'	Black
ir'	Sapphire	li'	White
al'	Emerald		

Vassals also receive ranks and titles, but these are more descriptive than authoritative. Dragons use any form of address they please when addressing nondragons.

Jo's Blood Culture

Dragons control the Io's Blood chain, each clan maintaining domains of varying sizes. Some of their domains have vast cities, such as the City of Gold on Exaudron Isle. Others have less structured farming or mining communities built around their dragon lord's lair. Each lair reflects the tastes and wealth of the dragon lord who lives there. The surrounding communities of vassals—both dragon and demihuman—also express the personalities of their dragon lords, though to a lesser degree. Depending on the temperament (and usually the type) of a particular dragon lord, the vassal communities have varying amounts of freedom to express their own culture and heritage, as long as such expression does not violate the laws of the domain.

Beyond the domains, in those regions claimed by more than one clan and where authority is random at best—and in tiny, forgotten corners of some domains—other cultures thrive. In these areas, the lesser races eke out a meager existence. Humanoid tribes live as squatters, nomads, or even minor vassals of dragonkind. Most of these monster clans exist as primitives, with cultures developed to the tribal level or less. Kobolds, hobgoblins, and bugbears are most prevalent, but small tribes of ogres, goblins, yuan-ti, lizard men, and bullywugs can be found. A few communities of drow and duergar have been discovered in isolated subterranean reaches, though these races have yet to pledge themselves to any dragon lord.

The smallest cultural faction outside the dragon mainstream is the human descendants of the once-mighty dragon slayers. The dragon slayers

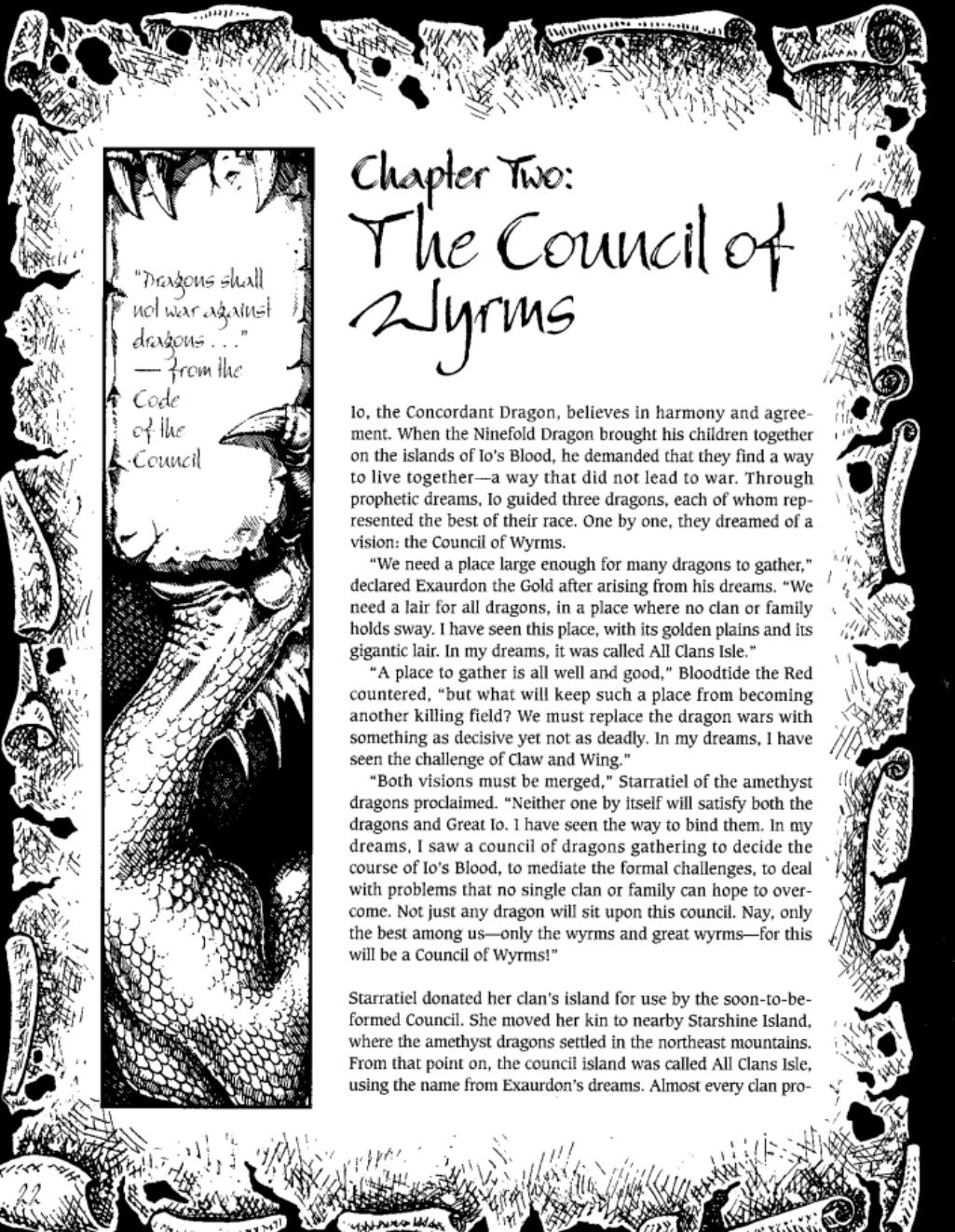
who survived the war were trapped on the islands and forced to live as fugitives. These humans lived on the run, keeping themselves hidden from the dragons who feared and hated them. After a few short generations, they were little better than primitives. Today these humans, barely associated with the mighty dragon slayers of old, are usually left alone unless they settle in one place and attract the attention of a dragon lord. True dragon slayers (see the kit) will always come from the far-off human lands.

Economy

The dragons of Io's Blood use the gold-piece standard to determine the worth of items and the cost of goods, though there is no official coin common to all clans. Instead, once a value is ascribed to an item, then the equivalent value can be traded for it. A trade can be in gold pieces, some other precious metal or gem, an item, a service, or anything else considered to be of equal value by the two parties.

The inhabitants of each domain have at least one native industry. Some operate mines; others fashion items of metal or craft beautiful jewelry. Some hunt, fish, grow crops, or raise herd animals. Others produce implements of magic to trade to other clans. In most cases, no clan is completely self-sufficient. Whatever needs or wants the clan has that it cannot satisfy itself must be traded for with another clan. This is the basis for the dragon economy.

Most of the work required to keep the economy moving is done by the clan's vassals. Dragons may supervise, but few rarely—if ever—lift a claw to perform manual labor. Dragons have better things to do with their time—at least according to the dragons.



"Dragons shall
not war against
dragons..."

— from the
*Code
of the
Council*

Chapter Two: The Council of Wyrms

Io, the Concordant Dragon, believes in harmony and agreement. When the Ninefold Dragon brought his children together on the islands of Io's Blood, he demanded that they find a way to live together—a way that did not lead to war. Through prophetic dreams, Io guided three dragons, each of whom represented the best of their race. One by one, they dreamed of a vision: the Council of Wyrms.

"We need a place large enough for many dragons to gather," declared Exaurdon the Gold after arising from his dreams. "We need a lair for all dragons, in a place where no clan or family holds sway. I have seen this place, with its golden plains and its gigantic lair. In my dreams, it was called All Clans Isle."

"A place to gather is all well and good," Bloodtide the Red countered, "but what will keep such a place from becoming another killing field? We must replace the dragon wars with something as decisive yet not as deadly. In my dreams, I have seen the challenge of Claw and Wing."

"Both visions must be merged," Starratiel of the amethyst dragons proclaimed. "Neither one by itself will satisfy both the dragons and Great Io. I have seen the way to bind them. In my dreams, I saw a council of dragons gathering to decide the course of Io's Blood, to mediate the formal challenges, to deal with problems that no single clan or family can hope to overcome. Not just any dragon will sit upon this council. Nay, only the best among us—only the wyrms and great wyrms—for this will be a Council of Wyrms!"

Starratiel donated her clan's island for use by the soon-to-be-formed Council. She moved her kin to nearby Starshine Island, where the amethyst dragons settled in the northeast mountains. From that point on, the council island was called All Clans Isle, using the name from Exaurdon's dreams. Almost every clan pro-

vided vassals—mostly dwarves and gnomes—to construct the huge aerie, while the three dragon leaders huddled together to devise the rules of the Council itself.

Because the island and the aerie needed a caretaker and because she felt such a task was better suited to one who had a balanced perspective, Starratiel turned her clan over to her eldest son to dedicate herself entirely to the Council of Wyrms. She became a dragon without a clan who was a member of all clans. She became custodian, caretaker, and secretary for the Council. To this day, an amethyst dragon of Starratiel's descent holds this important post.

From the moment the first session was called, the Council proved itself invaluable for keeping dragon blood from boiling into war. It provided a forum for verbalizing problems and reaching solutions, for presenting ideas and opinions. It allowed dragons of different outlooks and temperaments to work together toward a common cause. The Council provided a calming influence, where before problems were solved through deadly combat. The Council of Wyrms continues to the current age to mediate the clans, keeping the terrible specter of Dragon War at bay.

This chapter discusses the intricacies of the Council in all its aspects, concluding with important information for incorporating the Council of Wyrms into game play by Dungeon Masters and player characters alike.

The Code of the Council

The avatar of Great Io, the Ninefold Dragon, set forth a collection of laws that have been adopted by the Custodians of Concordance. Through them, the entire Council knows these laws as the Code of the Council. All dragons in the isles claim to uphold this code, though some seek to bend it to suit their own ends. The code, as carved on the interior wall of the aerie's great hall, reads as follows.

Great Io, the Ninefold Dragon, the Eternal

Wheel, gives these islands, formed from his fiery blood, to his children. Here, the dragons—metallic, chromatic, and gem—must strive to live in harmony and agreement, for this is the will of the Concordant Dragon.

To fulfill Great Io's will, one wyrm from each clan shall have a place in this aerie, on this Council of Wyrms. These wyrms shall serve as the voice of their clans, as the conscience of dragonkind, and as the true leaders of the islands of Io's Blood.

Dragons shall not war against dragons. When a dispute arises, seek out the wisdom of the Council of Wyrms. For in its wisdom, the blood of dragons shall be spared.

The decisions of the Council shall be final and binding to all dragons. No single dragon shall be above the Council, and no group of dragons shall exist apart from the Council.

When disagreements arise, they shall be settled by the Challenge of Claw and Wing, in full view of the Council of Wyrms. The winner of such a challenge shall be considered right and true, and this shall settle the dispute.

These are the words of Bloodtide and Starratiel and Exaurdon. This is the will of Io. This is the decree of the Council of Wyrms.

Council Members

The Council of Wyrms is divided into two distinct bodies: the Platform of Wyrms, whose members may cast votes; and the Platform of Dominates, whose members cannot cast votes but who may participate in all debates. Members of the Platform of Wyrms receive the added title of "Councillor" (for wyrms) or "Grand Councillor" (for great wyrms).

Every dragon clan has the right to send one representative to the Platform of Wyrms. (These voting members of the Council are all wyrms or great wyrms—no dragon less than 1,000 years old may cast a vote.) Although every clan has the right to a place on this Council body, not all clans can exercise this right. Relatively young clans that have no

wurm or great wurm among their numbers cannot send a representative to the voting platform. Furthermore, some clans whose lords are of the required age choose not to attend the Council meetings unless they have a compelling reason to do so. And some clans simply refuse to participate in the voting process.

The Platform of Dominates, meanwhile, is open to all dragons of rank throughout the isles. In many cases, a clan's official representative to the Council is a nonvoting dragon of lesser rank. While in theory any and all ranked dragons may attend Council meetings, in practice attendance is limited to the available space in the aerie. On rare occasions, the Council holds meetings on the open plains around the aerie to accommodate more participants. Members of the Platform of Dominates can join in all phases of a Council meeting except for the final vote. Even children of dragon lords, such as Magnern the Gold's daughter Aureen, may exert their influence only during the debates that rage prior to calling for a vote.

Half-dragons and nondragon vassals have no official place in the Council of Wyrms. In many instances, Council meetings are closed to nondragons. In such cases, neither kindred nor favored servants may remain within the aerie's Great Hall upon penalty of death.

The Aerie and All Clans Isle

The Council Aerie rises over the grassy plains and rolling hills of All Clans Island. This massive structure, built by vassals from every clan, stretches 16,000 feet from one end to the other, while its tallest point reaches 5,000 feet above the ground. Built from a single chunk of solid rock taken from a mountaintop on nearby Exaurdon Island, the aerie took the vassals and their dragon masters nearly 50 years of ceaseless labor to complete. Great magic was used to remove and trans-

port the piece of mountain, which in itself was a wondrous feat. Then, through the efforts of dwarf and gnome engineering coupled with the aid of elf and dragon magic, the aerie was built to match the dream visions of Exaurdon.

The only visible openings into the stone edifice are the 15 holes carved equidistant around the top of the aerie. Each opening is meant for a specific dragon type, and by tradition only those dragons may enter through each specific portal. An icon over each opening declares which dragon type may use it. Appropriately, the icons signifying the metallic and gem dragons are made of precious metals and stones matching the type. The icons for the chromatic dragons are colored plaques.

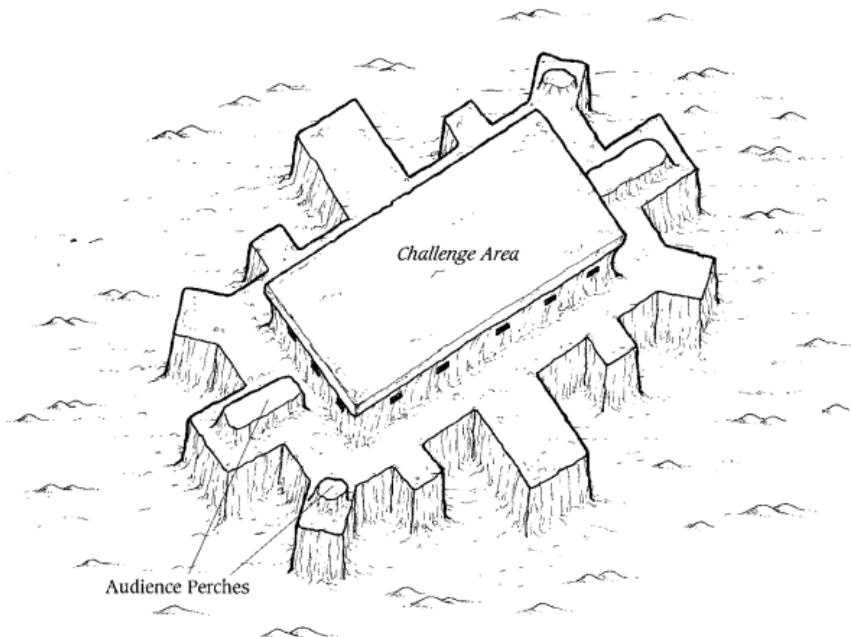
While members of both the Platform of Wyrms and the Platform of Dominates use the entry portals appropriate to their type, the custodians may use any portal. Custodians are considered members of all clans because of their duties in caring for hatchlings and in watching over the aerie. (Further details of custodians are provided below.)

Outside the cavernous aerie, many open surfaces exist where visiting dragons can sun themselves, rest, or sit and debate the issues of the day. The grassy plain east of the aerie can be used as a gathering place should the interior meeting hall become too crowded, though it usually serves as the arena for formal challenges. Great pillars of stone outline the open field, each rising 500 feet into the sky. These perches not only provide places for dragons to rest and witness the combat, they also determine the boundary of a Challenge of Claw and Wing. See the map of the aerie exterior on page 26 for a visual representation.

Inside the aerie, a great open hall dominates the interior. (See page 27 for an interior view of the aerie.) It stretches 10,000 feet from one wall to the other, with a width of some 4,000 feet. The hall is nearly 5,000 feet high, with a latticework of stone perches providing support and resting places throughout the upper 2,000 feet. Tunnels from the great hall lead to the visitor lairs, a series of multi-

The Council Aerie

(External View)



Distorted oblique perspective.

Challenge Area is 5,000 feet above ground level,
measuring 10,000 × 4,000 feet.

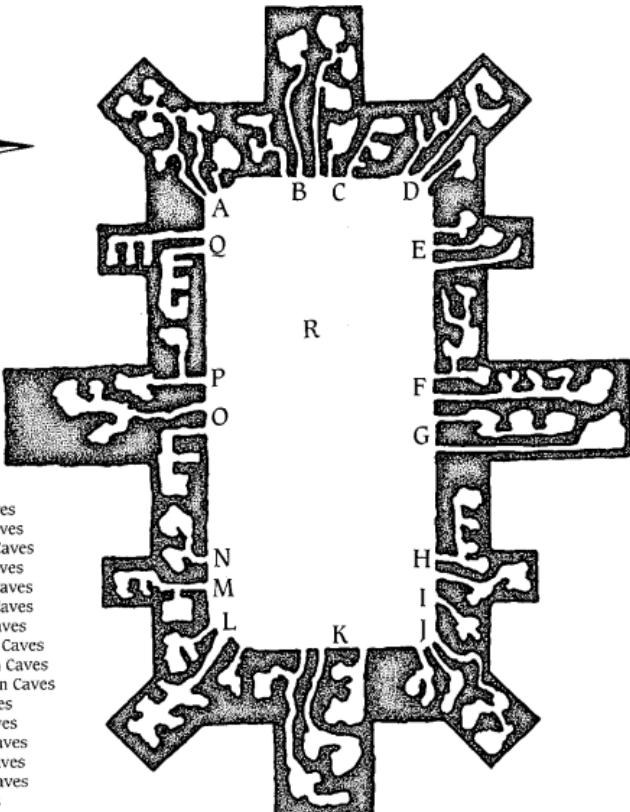
Audience Perches are 500 feet high.



The Council Aerie

(Internal View)

Scale: One square = 500 Feet



- A. Gold Dragon Caves
- B. Silver Dragon Caves
- C. Bronze Dragon Caves
- D. Brass Dragon Caves
- E. Copper Dragon Caves
- F. Crystal Dragon Caves
- G. Topaz Dragon Caves
- H. Emerald Dragon Caves
- I. Sapphire Dragon Caves
- J. Amethyst Dragon Caves
- K. Red Dragon Caves
- L. Blue Dragon Caves
- M. Green Dragon Caves
- N. Black Dragon Caves
- O. White Dragon Caves
- P. Custodian Caves
- Q. Hatchery/Treasury
- R. Great Hall



level caves for use by members of both Council platforms. Those lairs reserved for members of the Platform of Wyrms are much more opulent and spacious than those reserved for the dominates, as these caves may be occupied by specific Council representatives for hundreds of years. The caves set aside for use by visiting dominates and other nonvoting dragons are smaller and designed for more transient occupation. The custodians use some of these caves as lairs, as storage for supplies and Council treasures, and as a hatchery for the eggs every clan must provide to the Council (by the ancient covenant between the clans and lo's avatar, as described below).

The Council Custodians

The great wyrm Mykell, an amethyst dragon descended from Starratiel herself, serves as Grand Custodian of the Council Aerie and All Clans Island. Mykell, along with her family, works hard to keep the Council operating. They are assisted by one tribe each of elves, gnomes, and dwarves, and a small number of young dragons from a variety of clans. She moderates all debates, monitors the fulfillment of Council decisions, keeps detailed records of all proceedings, and oversees the upkeep of the aerie and island itself. Mykell is a tireless proponent of the Council and all it stands for, and her knowledge of history makes her an indispensable resource when precedents are needed.

When the Council is in session, the Grand Custodian's word is law. All dragons must obey her commands so that meetings do not devolve into pointless arguments or violent clashes. This is true despite the fact that this dragon cannot vote, save in one instance.

The Grand Custodian is allowed to cast a vote only if a matter before the Council ends in a tie. The Grand Custodian (regardless of the current title holder's age or level) *must* cast the deciding vote.

Mykell does not take this position lightly, nor does she exercise her authority without cause.

Under her leadership, Council meetings run smoothly and most decisions are reached without bitterness or thoughts of revenge. Even the chromatic dragons show great respect for Mykell, for she never displays anything less than a fair and balanced perspective no matter what problem comes before the Council.

After a decision has been reached, Mykell usually sends one of her younger assistants to see that the details get carried out. Only in very sensitive situations does Mykell herself leave the confines of All Clans Island. If one party refuses to comply with a Council decision, Mykell can usually persuade compliance with carefully chosen words or an implied threat. However, if her presence alone does not do the job, Mykell doesn't hesitate to call the Council back into session to determine a suitable punishment. The goal is always to uphold a Council decision, not to heap indignities upon a specific dragon or clan. In rare instances, Mykell must assemble a force of dragons from different clans and families to enforce a Council decree.

Between Council sessions, Mykell and her assistants keep the aerie and island in good repair. The vassal tribes perform much of the actual work, though the dragons share some duties. The vassals maintain farms and raise herds to provide food for the Council members, and their villages are not far from the aerie. Supplies of gems are donated as part of each clan's annual tithe to the Council. In addition, the custodians catalog and guard treasures in the Council's possession, including hoards of precious gems, metals, and coins; magical items and texts; unusual objects of unknown origin; and the continually updated records of Council meetings.

Mykell and her custodians serve a last important function. Of all their duties, this one has perhaps the most far-reaching benefits for all of dragonkind. By tradition and Council edict, every clan must turn over a dragon egg to the custodians once every 25 years. These eggs rest in the hatchery caves side by side until they hatch. The hatch-

lings, representing all dragon types, grow together under the watchful eye of Mykell and her aides.

These young dragons are taught about their specific type and clan as well as how to work together as Great Io's avatar commanded long ago. These dragons learn the ways of the Council, perform special tasks, engage in quests, learn a variety of skills, and provide additional workers for the Council of Wyrm. When they reach juvenile age, the next set of hatchlings have emerged to take their place. Most of the Council-trained dragons return to their clans at this time, hopefully imbued with a respect for the Council, its goals, and other dragon types. Some dragons stay on to become permanent custodians, helping to train the next generation in the teachings of the Council and the Ninefold Dragon.

The descendants of Starratiel call themselves the Custodians of Concordance. They follow the teachings of Great Io, seeking to promote harmony and agreement among the dragons of the Io's Blood Isles. Few dragons outside the custodians realize that the position holds religious connotations. The custodians keep their worship and devotions secret, even from the hatchlings they train—many dragon clans would more than likely balk at sitting on a Council that has obvious religious overtones.

The Custodians of Concordance see it as their sacred duty to strive always to keep the balance that the Ninefold Dragon embodies and wishes for his children. Through their devotion and the Council of Wyrm, they hope to keep another Dragon War from erupting and to appease Great Io so that he doesn't send his avatar to once again punish dragonkind. In the long history of All Clans Isle, the path between fellowship and war has often faded and faltered, but never failed.

Summoning the Council

There are three ways to summon the Council of Wyrm. A meeting can be called by the Grand Custodian, by a member of the Platform of Wyrm, or

by a consensus of advocates from three different dragon types. These methods are discussed below.

The Grand Custodian of All Clans Island can call a meeting of the Council of Wyrm at any time. The custodian simply needs a valid reason, perhaps some item that needs to be discussed and voted on. In most cases, the custodian allows a number of petitions to accumulate into a full agenda before summoning the Council. If a desperate situation presents itself, or if important information comes to light that the custodian feels must be shared with all dragons, then a Council meeting will be called immediately.

Any true wyrm (a dragon of 1,001 years or older) can summon the Council through the magic of the *orbs of Io*. These orbs can be activated by any wyrm, regardless of type. While a wyrm doesn't need permission to call the Council, by tradition the summoning of the Council should be of crucial importance to all dragonkind, not just to the clan or type of wyrm sending the call. If not, a request should be made of the Grand Custodian to place the topic on the next Council meeting agenda.

Lastly, a meeting of the Council can be called by a consensus of advocates. If at least three dragons who are dominants of advocate rank or higher (and are of different dragon types) agree that a meeting of the Council is necessary—for whatever reason—then the members must be summoned. One requirement must be met before a group of dragon advocates can be considered a *consensus*. At least one of the consensus group must be of a different dragon family. For example, if two members of a consensus are an emerald and a sapphire dragon (both gems), then the third member must be either a chromatic or metallic dragon.

The consensus can take its request to either the Grand Custodian of the Council or to any dragon lord. By tradition, the custodian or lord is honor-bound to call the Council via the magic of the *orbs of Io*. Once the Council is in session, the advocates may address the assemblage, though they are bound by Council conventions such as who can vote and when.





The Orbs of Io

Each domain possesses an *orb of Io*. (For game mechanics, see page 50.) A matching orb rests within the Council Aeris on All Clans Island, in a chamber in the Grand Custodian's lair. Through the magic of the orbs, the custodian can instantly contact the lords of every dragon clan. It is then up to the lords and their vassals to inform clan representatives that a meeting is imminent.

Only dragons of wyrm age or older can activate the magic of the orbs. When an orb is engaged, it forms a connection with all 89 existing orbs. Through this connection, the wyrm can communicate with those near an orb. (A character doesn't have to be a wyrm, or even a dragon, to hear and respond to an activated orb.) Once activated, a mass conversation can be initiated between all the orbs. The wyrm who activated the connection can be seen within the swirling depths of each orb. Resonating from the magical glass can be heard the voices of all respondents.

Activating an orb takes a great amount of personal power, and the enchanted connection lasts for only a short time. Long conversations cannot be undertaken. Instead, messages are usually limited to pertinent information—that a meeting has been called and that all Council members are urged to attend. Sometimes an important topic will be mentioned to inspire more wyrm to journey to the Council Aeris.

Unless otherwise stated, dragons have one week (15 days) to respond to a Council summons. At the end of that time, if the Council has enough wyrm on hand to make a quorum, the meeting begins. A quorum consists of exactly half the current membership of the Platform of Wyrm.

Council Protocol

There are currently 88 dragon clans scattered throughout the Io's Blood Islands. Each of these clans possesses an *orb of Io*, and each is allowed one voting position on the Council of Wyrm.

However, since not every clan has a dragon that can fulfill the age requirements of the Platform of Wyrm, fewer than 88 positions are now active. By current count, 54 wyrm are available to sit on the Council. Making quorum requires the attendance of 27 of these wyrm. Due to factors such as concerns of the domains and the requirements of dragon sleep (see Chapter Three), sometimes even making quorum takes great effort on the part of the Grand Custodian.

A meeting cannot begin earlier than one dragon week (15 days) after the notice goes out. Once one week has passed, the meeting can begin as soon as enough wyrm arrive to make quorum. It doesn't matter how many members of the Platform of Dominates show up as these dragons have no voting rights. Once a quorum from the Platform of Wyrm is achieved and the custodian has called the meeting to order, none of the platform members may leave the aeris until the debates have ended and the votes are counted.

Each item on a meeting agenda must have a sponsor from either the Platform of Wyrm or the Platform of Dominates. When the custodian calls a particular item to the floor, the sponsor must come forward and present the item to the gathered assembly. Through powerful enchantments and clever acoustic design, the aeris's great hall amplifies sound and projects it for all to hear. There is no need for a dragon to shout. Its voice carries easily and clearly to all corners of the huge hall.

As soon as the item has been presented, the debates begin. Every wyrm has an opportunity to ask questions and give opinions, though its time is limited. The custodian uses a gigantic measuring device to fairly track the time allotted to each dragon—wyrm speak first and have the most time allotted to them, while dominants must wait and decide how to use their shorter time slots to best advantage.

Members of the Platform of Dominates may each speak *once* on any given agenda item. Wyrm, however, have the option to respond after the first round of debates have ended. Either during the debates or in the period following their

conclusion, various members of the Council are expected to put forth solutions for consideration. The custodian takes the best of these and condenses them for voting purposes. Then the custodian calls for the Platform of Wyrms to render a decision. Decisions are not simply of the yea and nay variety. The Council of Wyrms must also come up with solutions, appropriate compensations, punishments, or whatever else is called for depending on the issue at hand. After a decision has been reached, the custodian may form a committee of wyrms and dominates to work on the details necessary to carry out the Council's ruling.

Every action within the Council follows formalized procedures. For example, the order in which members of the Platform of Wyrms are allowed to speak follows a strict pattern of oldest wyrm to youngest wyrm. Members of the Platform of Dominates have no set order, but each dragon must wait until the custodian acknowledges it before it addresses the assemblage. (Although this may seem a rather arbitrary method of address, the approach is one of tradition and respect for the aged. Naturally, once a member of the Platform of Dominates reaches wyrm status, it may move on to the Platform of Wyrms, provided the respective dragon lord so chooses.) How items are arranged within a given agenda is determined by the Grand Custodian, who usually tries to place the most important topics at the head of the list.

What types of problems come before the Council of Wyrms? The most common petition concerns the hostile actions of one dragon clan toward another. Hostile actions range from disturbing trade routes, to encroaching on hunting grounds, to making incursions into the sovereign territory of a neighboring domain. Instead of resorting to war (and usually because the instigator is stronger than the victimized clan), a clan brings its complaint before the Council in hopes of restitution. At the very least, the clan hopes to be saved from further violence and loss. The Council will also be called upon to settle disputes over new territory, trade agreements, natural resource rights, the order of succession within a clan (if no other

process already exists), and other disagreements that constantly spring up between dragons.

Not every item brought before the Council concerns dragon disputes, however. Any topic that could potentially affect more than one clan falls under the jurisdiction of the Council. This includes determining plans of action for dealing with natural disasters, hostile monsters native to the island chain, invaders from outside the islands, and rogue dragons bent on terrorizing the countryside. Of all the possible threats, the one the Council watches for most diligently is the return of the human dragon slayers who once almost destroyed the dragons of the Io's Blood Isles.

The Human Decree

The Council of Wyrms takes the threat posed by humans very seriously. Though shorter lived, humans have the capacity to breed large numbers in short periods of time—easily far more populous than dragonkind. While an individual human rarely poses danger to even the youngest dragon, in large numbers they are nearly invincible. The war fought against the dragon slayers demonstrates this fact all too well.

By special decree, the Council and the clans keep a sharp eye on those humans living on the isles. Though few in number and living in a primitive state of existence, the possibility exists that these humans could achieve the same status enjoyed by their slayer ancestors. Therefore, if any human tribe begins gaining a more advanced culture or grows too large in number, the Council sends a force to thin out the tribe. For some clans, this has taken on the aspect of culling a vile, overpopulated animal, certainly an aspect that sits poorly with the humans.

A few clans have such hatred for humans that they do not wait for signs of looming danger. If humans enter their territory, the dragons make a sport out of eliminating them. This is especially true of the chromatic dragon clans.

The Council in Game Play

In most cases, the Council of Wyrms serves as a tool for Dungeon Masters. It can be used to initiate adventures, reprimand recalcitrant dragon characters, provide motivations and clues, give training and advice, and to pass along magical items needed to complete some quest of vital importance. The Council is an ever-present background element. Everyone in the isles knows of the Council and offers it at least a modicum of respect.

The Grand Custodian and her attendants have their own agenda for the Council and the isles of Io's Blood. The custodians, through the agency of the Council, seek to unite all of dragonkind, duplicating the internal harmony of the Ninefold Dragon himself. Often, the members of the Council, whether they be wyrms or dominates, are not aware of the machinations going on behind the scenes. For game purposes, what this means is that the Council provides DMs with adventure hooks, goals to achieve, allies for their player character dragons to turn to, a ready-made set of villains to oppose, and situations to deal with.

The Council and the custodians watch everything that occurs on the isles. Don't overuse the Council and its agents, but feel free to send an ancient dragon to direct confused PCs or control unruly ones. The times of greatest contact between the Council and player characters is early in their careers and later, when they have achieved the age and prestige necessary to take a voting position in the Council Aerie.

From the moment new dragon PCs are created to the time they reach juvenile age, they fall under the jurisdiction of the Council custodians. During this period, most of the adventures they participate in are connected with the Council in some manner. Once a dragon PC reaches juvenile age, it usually goes off to further its personal goals or those of its clan or clutch-mates. The Council still comes into play, but far less frequently than during the earlier ages. If a PC reaches wyrm level, then the focus of the campaign should change to accommodate the

greater age, power, and responsibility inherent in the achievement. Now the dragon PC can take its rightful place on the Council of Wyrms, voting on the issues that shape dragon society and participating in the full decision-making process.

The Council and PCs

The Council of Wyrms casts a long shadow that falls over every action dragon player characters take or contemplate as they strive to advance in age and power. If the PCs falter, an agent of the Council may appear to encourage, chastise, or inspire them. If the PCs become too bold, too greedy in their pursuit of wealth and prestige, or too careless of the consequences of their actions, the Council quickly takes action, keeping them from straying too far from their current station.

This is not to say that PCs cannot strive to become the best in the isles, just that they cannot do so at the expense of the Council and what it stands for. To the PCs, the Council of Wyrms should be both a measuring stick and a balancing rod. The Council shows them how far to reach while reminding them not to stray from the teachings of Great Io and his avatar.

When a dragon PC is first created, it starts as a hatchling of moderate strength and power. It emerges from its shell in the aerie hatchery, hungry to learn all it can from the Council custodians. In turn, the custodians are eager to pass along their knowledge to these newborn dragons. Most of the training that dragons require in their first 25 years of life can be provided by the Council custodians. Of course, every bit of training comes with its own lessons and tests—nothing is easy or handed over freely by the custodians.

From hatching to very young to young to juvenile, each dragon must work to gain the knowledge and experience the custodians offer. Every game they teach, every discussion they initiate, every mission they assign—every interaction between young dragons and the custodians has hidden levels of meaning and multiple layers of teachings, all designed

to promote the concepts of dragon harmony.

Young dragon PCs learn about their clans and dragon types, as well as about the other dragons of the Io's Blood Isles. They learn of dragon histories and legends, the cultures of the various domains, and the lofty purpose and ideals of the Council of Wyrrms. The custodians teach the combat and noncombat proficiencies all dragons need to master, as well as how to activate innate powers and how to use the natural tools Great Io has bestowed upon their particular dragon type.

From the moment they emerge from the shell, dragon PCs receive instruction about how to advance in power. They learn about the intimate connection of age, experience, and treasure that all dragons must carefully weave together to grow and change. Most lessons have an attached charge, some task that the Council or the custodians need accomplished. Some of these tasks are of minor significance. Others are of extreme importance. The dragon PCs never know the severity of a given task, for the custodians approach each one as though it was a quest of dire proportions.

All hatchlings are introduced to kindred demihumans selected by their clan lord shortly after their eggs were laid. The kindred are sent to All Clans Isle along with the dragon eggs, where they undergo training to prepare for the bonding that will come when their hatchling master reaches 1st level. From that point, kindred and dragon receive separate instruction on matters pertaining to their social status and dragon type. They also spend much time together, learning to meld telepathically through the kindred-bond and to work in harmony with one another.

During these early years of life, dragons who have been placed in the care of the Council custodian have very little contact with their clans. They are permitted a brief visit near the end of their very young age period, but that is all. As part of the visit, a very young dragon meets its clan, its parents, its siblings, and its clan lord. It gets to explore its home domain and find out what life is like within its borders. Then the dragon returns to All Clans Isle to

complete its time with the custodians.

When dragon PCs achieve juvenile age, their service to the Council of Wyrrms comes to an end. Some may select to stay on at the aerie, hoping to gain a permanent position among the custodians. Others prefer to join their clans and take their places in domain hierarchies. From this point until the dragon PC reaches the age category of wyrm, the Council and its custodians will fall into the background of everyday life. The concerns of carving a base of power in dragon society become paramount, and the lofty ideals of the Council recede before the immediate concerns of building a hoard and gaining personal power.

That is not to say that the Council disappears completely from a given campaign. There will be times when the PCs will want to attend Council meetings that concern them or their domains, or when they will want to bring a problem to the Council to find a solution. There will also be times when the Council comes to them. The ties of earlier years remain strong, and the Council or its custodians will seek favors from their former charges. This will be especially true in times of crises, when more powerful agents than young dragons are needed to save the day.

Eventually, if a campaign progresses for any length of time, some PCs will achieve the grand age category of wyrm. Now the Council takes on a new meaning. Instead of working for the Council, the PCs can lead and direct the august body to new heights of power and authority. They will become the movers and shakers of dragon society, the ancient dragons that decide the future course of the island chain. Adventures may become more political in nature, and the consequences of player character actions become more far-reaching. These characters become rulers of domains, receiving great power and responsibility—as well as dangerous enemies seeking to depose them. This can be not only a rewarding time for a Council of Wyrrms campaign but a challenging and difficult one as well. It is up to players and DMs alike to make a high-level campaign (in an already high-level setting) work smoothly and to best advantage.

Chapter Three: Dragonkind

"Dragons gladly eat all who are beneath them, and all are beneath the red dragons."

—Red Dragon Proverb

Dragon. The very word conjures images of terror in even the heartiest, bravest soul. To most races, those visions are of wings blocking out the sun, of deadly breath belching fire or acid. Great maws filled with daggered teeth haunt such dreams. Huge paws tipped with claws like sharpened swords lend a bitter realism. Most know these majestic creatures as thundering engines of destruction that plunge suddenly from the sky.

Dragons have ancient histories and traditions, however. Their lives are filled with not only blood and the hunt of sport, but of long-established cultures and civilizations that were old before the first human learned to make fires or tools.

What drives these great and terrible creatures, what forces shape their perceptions of the world? Surprisingly, dragonkind can be defined in a single concept: They are products of time.

Time and Dragons

Long life lends dragons a unique outlook on existence and their place in it. As beings who live more than a millennium, time affects dragons differently than the way it does those who have shorter lifespans. To dragons, even elves seem impatient, flighty, and much too carefree. Humans—who enter the world, live, and die in the span it takes dragons to reach young adulthood—exist in a frenzy that flares brightly and burns out in the wink of an eye.

A life that stretches beyond 1,200 years gives dragons an outlook few other beings can comprehend. They are infinitely patient, setting goals for themselves that could take hundreds of years to complete. This patience can lead to obsession, and a dragon often becomes totally absorbed in a given task to the exclusion of all else for centuries. In some cases, this patience makes dragons appear indecisive. They will contemplate a solution for decades at a time, for they consider few problems so urgent that a decision must be made hastily.

A dragon's wrath can stretch on for many generations, matching its patience. The demihuman who wrongs a dragon

may escape its wrath by dying a natural death before the dragon gets around to exacting revenge. The demihuman's descendants, however, could live in fear if they know about the situation, for the dragon may strike at them centuries after the original perpetrator has died.

Dragons have no overt desire to live for the moment, for they have a nearly endless supply of moments stretching out before them. They do not worry about wasted time. If there is anything dragons have in excess, it is time, and they do not worry about haste. They seldom hurry or rush, because their patience has taught them that anything worth doing is worth doing right. Doing something right usually involves spending long periods of time (as far as shorter-lived beings are concerned) contemplating the next step.

Nearly unlimited time must be filled with some kind of activity, however. In most cases, dragons seek to fill time by exercising their minds. Puzzles and their solutions are particular favorites, though the form that these puzzles take depends on the type of dragon involved. Some, like the bronze and copper dragons, seek out challenging puzzles of a benign nature. Others, such as the red and blue

dragons, contemplate a much darker brand of conundrums. They plot ways to satisfy their greed, to defeat opponents, and to gain as much power as they can over other creatures.

Many dragons seek knowledge for its own sake. Ancient dragons become repositories of ancient wisdom and lore. They spend years studying and gathering knowledge, usually on one subject at a time until their curiosity is sated. This single field of study may become an obsession, and the dragon sometimes acts as an empty chalice waiting to be filled. Some dragons study the planes—one plane at a time—a colossal feat even for a dragon! Others study magical beasts (often those with some common feature), architecture (of a particular style and period), engineering, history, or some other esoteric subject.

From the dragon point of view, anything can be accomplished with enough thought and planning. Dragons have the ability to plan and think their way through the lifetimes of many lesser beings.

A single dragon can watch a parade of beings come and go during its long life. How can a dragon consider such creatures as anything more than inferiors when it regularly watches so many of

Table 16: Comparative Lifespans in Years and Categories

Dragon	0-5	6-15	16-25	26-50	51-100	101-200	201-400	401-600	601-800	801-1000	1001-1200	1201+ Great Wyrm
Hatching	Very Young		Young	Juvenile	Young Adult	Adult	Mature Adult	Old	Very Old	Venerable	Wyrm	
Elf	0-74	75-109	110-174	175-249	250-349	350-750						
Childhood	Adolescence	Adult		Middle Age	Old Age	Venerable						
Gnome	0-39	40-64	65-99	100-132	133-199	200-560						
Childhood	Adolescence	Adult		Middle Age	Old Age	Venerable						
Dwarf	0-25	26-50	51-124	125-166	167-249	250-450						
Childhood	Adolescence	Adult		Middle Age	Old Age	Venerable						
Human	0-12	13-17	18-44	45-59	60-89	90-130						
Childhood	Adolescence	Adult		Middle Age	Old Age	Venerable						



them enter life, grow old, and die? And all the while, the dragon grows stronger and more powerful, proving its superiority, if only in its own mind. Only dragons can hold off the powerful entity of time, whereas lesser creatures succumb and fade with nary a struggle. With such strength at its command, is it any wonder that a dragon believes itself to be the very pinnacle of creation?

Table 16: Comparative Lifespans in Years and Categories, on the previous page, offers a visual perspective on the years allotted to dragonkind, demihumans, and humans.

To understand the true scope of a dragon's lifespan, simply compare it to those beings traditionally thought of as superior outside the Io's Blood islands. Elves, for example, can live as long as 750 years before they depart from the world (sometimes more, in the case of gray elves). Gnomes and dwarves, on the other hand, may live as long as 500 and 450 years respectively. Humans, at best, can survive a mere 130 years. To dragons, these numbers are insignificant, for some (particularly the metallics) can live as long as 3,700 years.

During its lifetime, a dragon could have as many as 13 elf kindred, 16 dwarves, or 23 gnomes. (Most dragons retain a kindred demihuman from the start of the demihuman's adolescence through old age. A demihuman entering venerable years is usually allowed to retire to a vassal village.) A dragon seldom fully knows a demihuman before time claims it. It is small wonder that true friendships are not often formed between these two species, for even the most heartless dragon feels sorrow at the passing of those it cares for.

Demihuman adventurers usually seek fame and fortune through three stages of their lives (adolescence, adulthood, and middle age). Dragons, through desire and necessity, engage in the dragon equivalent from the moment they emerge from the egg to the day they finally succumb to time's eroding waves. Even the longest-lived elf attempts to cram as much adventuring as possible

into these peak years. A dragon, on the other hand, allows for much longer breaks between quests and adventures.

If a dragon were to join a group of human adventurers, it might remain interested long enough to complete one or two quests. Then something would catch its interest and it would leave for many years to engage in another activity. Upon returning, its companions would be nearing retirement or already too old to go questing. The dragon, however, would still be young and vital—and growing stronger with each passing year. Although it would feel sadness at the loss of its companions, it would move on to gather the experience and treasure it needed to advance to the next level of its existence.

Time and Dragon Nature

All dragons belong to the draconic *species*. The dragons in the Io's Blood chain belong to three separate dragon *families*: metallic, gem, or chromatic. Each family is further divided into five dragon *types* (or races). For metallic, there are gold, silver, bronze, copper, and brass. For gem, there are amethyst, sapphire, emerald, topaz, and crystal. And for chromatic, there are red, blue, green, black, and white. On the whole, metallic dragons live longer than gems, and both live longer than chromatics; there are occasional exceptions.

Time is very important to dragons. They live at a different pace than humans and demihumans. During any given age category, a dragon rarely engages in more adventures than it needs to gain necessary wealth and experience. A very young dragon, for example, might participate in no more than five adventures before it reaches the age of 16 (young category) and advances a level. A year or more may separate each adventure, during which time it is learning, training, and contemplating deep dragon thoughts.

DMs should keep a calendar to chart this passage of years, which will pass with astounding speed, much as the weeks and months do for shorter-lived races. If a hatching PC emerges from its egg in Year 723 of the 36th Cycle, then its first four adventures may occur in the years 723, 725, 727, and 732. As the dragon ages, intervals between adventures become greater. During its young adult years, it may participate in five adventures that occur in the years 775, 786, 794, 812, and 822. The in-between years happen outside of game play, but may be chronicled by DMs and players.

The dragons of Io's Blood use a calendar made up of nine months divided into three 15-day weeks each. The nine months, named for the dragon gods and demigods, are urg'Faluzure (the month of Faluzure), urg'Chronepsis, urg'Elemtia, urg'lo, urg'Bahamut, urg'Arcanic, urg'Flamat, urg'Aasterian, and urg'Chaosirr. Years are gathered into Cycles that last 2,000 years each. (The Council of Wyrms campaign begins in the 723rd year of the 36th Cycle.) The three weeks are called Arraga (meaning chromatic), Alphias (gem), and Adulda (metallic), respectively, while the days are named for each dragon type: cr'z, az'z, ve'z, dr'z, li'z, ys'z, ir'z, al'z, op'z, ry'z, au'z, ag'z, cn'z, cu'z, and zu'z. (See Chapter Two, "Forms of Address," for information on this use of High Draconic.)

Hoards and Dragon Sleep

Dragons have magical, biological, and psychological ties to their treasure hoards. The properties of the precious metals, gems, and magical items help dragons shed one age level and grow into the next one. To understand this, one must examine the physical nature of dragons.

Unlike other living creatures, dragons do not

grow slowly through their young years and stop when they reach maturity. Instead, dragons maintain a particular size throughout each age category. Then, when the time comes to advance to the next category, they undergo a massive growth spurt. This cycle of growth, stability, and renewed growth continues throughout each dragon's long life, until they reach their maximum size in their great wyrmling stage.

For example, a juvenile emerald dragon has a body length of 29 feet, with a tail that stretches 24 feet from root to tip. This dragon stays this same size for about 25 years. Then, when it reaches the age of 51 and the other necessary factors of experience and hoard are in place, its body undergoes a transformation. Its wings expand, its body and tail grow larger, its scales harden and take on more definition, and its mental capacities become more formidable. Now the dragon is a young adult, with a 40-foot-long body and a 32-foot-long tail. It will remain this size until its next growth spurt, some 50 years in the future.

To facilitate these massive and sudden growth spurts, dragons need three things. First, the appropriate number of years must pass before their bodies are ready to grow and change. Second, their minds and bodies must be exercised through life experiences, represented in game terms by experience points. Finally, dragons need to gather treasure hoards equal in gold-piece value to the experience points they have gained. At the appropriate time, these three things combine to provide the energy necessary to accomplish a rapid period of growth.

This event, which every dragon will experience 11 times over the course of its natural life, is called the **shedding**. Literally and figuratively, a dragon sheds its previous age, mindset, and skin, emerging into its new age with a new body, an improved mind, and the increased skills and abilities of its new age level.

While the shedding and its accompanying period of growth happen quite rapidly, they do

not occur instantaneously. A dragon ready to advance to the next age must enter its lair, lie down among its hoard, and enter a comalike state called **dragon sleep**. Dragon sleep lasts for a period of months equal to the age level to which the dragon is advancing. For example, a dragon shedding its adult level to become a mature adult will sleep with its hoard for seven months, during which time many changes occur. (Mature adult is the seventh age category listed for dragons; see Table 16.)

In dragon sleep, the dragon grows larger and stronger. It sheds its previous age like a snake sheds skin, leaving behind a sheath of scales. A portion of this sheath goes to a dragon's vassals. By tradition, the scales are fashioned into armor and shields for use by the dragon's most favored servants. The rest is balled up and buried beneath the hoard, where it helps enhance the connection between dragon and treasure. Over time, the sheath transforms into precious metal or gem of the appropriate type, equal in value to its age level - 1,000 gold pieces. For example, a gold dragon's shed sheath of scales turns into real gold, an amethyst dragon's into amethysts, and a red dragon's into rubies. A ruby formed from a juvenile red dragon's shedding would be worth 4,000 gp.

In dragon sleep, a dragon gains an intimate knowledge of its hoard. With each passing period of dragon sleep, it learns more and more about every coin, chalice, and glittering ring. A hatchling starts with a base chance of 40% to recognize missing items. This chance increases by 5% with each new age level achieved. The connection formed between dragon and hoard allows a dragon to know when something is missing, to recall specific details about favorite treasures, and to subliminally listen to sounds in its lair even when the dragon is away. This last ability, called *lair clairaudience*, is described under "Special Abilities" in Chapter Two of *Book One: Rules*.

Dragon sleep is the most vulnerable period in a dragon's life. For this reason, dragons maintain secret lairs whose locations they guard from even their closest friends and family. Dragons depend on their lair's seclusion, whatever traps and wards they have devised, and the extreme loyalty of a few trusted kindred or vassals to keep them safe while their body undergoes changes. Once a dragon enters dragon sleep, it cannot be awakened until the process has run its course.

Bonded and Accumulating Hoods

A dragon's hoard is divided into two types: the **bonded hoard** and the **accumulating hoard**. The bonded hoard is the treasure a dragon has used to gain levels, while the accumulating hoard is that treasure a dragon is collecting but has not yet used in dragon sleep. If a dragon loses even a single piece of its bonded hoard, major problems occur. First, a dragon cannot advance beyond its current level without an intact bonded hoard. Second, for each portion of a bonded hoard that is missing from a dragon's lair, a dragon begins to lose power and abilities, starting with those gained for advancing to its current level.

With the loss of a portion of its bonded hoard, a dragon loses one ability per period of time, as outlined on Table 17: Bonded Hoard Timetable. Which ability it loses each time is determined randomly by using Table 18: Ability Losses. Though rare, a dragon could die if its bonded hoard is not recovered or replaced. If any single category of abilities are totally wiped out because of the hoard loss, the dragon loses the will to live and dies. For example, if its hit points or saving throws are reduced to zero, if all of its innate abilities disappear, or if all of its spell slots are lost, the dragon dies.

Table 17: Bonded Hoard Timetable

% Hoard Lost	One Ability Lost Every—*
1–20%	Year
21–40%	11 months
41–60%	10 months
61–70%	9 months
71–80%	8 months
81–90%	7 months
91–100%	6 months

* Roll once on Table 18 at the start of every specified time period.

Table 18: Ability Losses

1d100 Roll	Ability Lost
1–20	THAC0 reduced by 1 level
21–40	Armor Class worsens by one
41–50	4 hit points lost
51–65	Saving throws reduced by 1 level
66–75	One innate ability lost
76–100	Highest spell level lost

Abilities lost due to the reduction in bonded hoard can be regained in two ways. First, a dragon can recover the stolen items. Second, a dragon can replace the missing items with treasure of equal value. A dragon *cannot* advance to the next age level until it recovers or replaces its previously bonded hoard.

Recovering stolen items requires a dragon to engage in a bit of investigation, unless it knows exactly who did the stealing. The dragon's own connection to the missing item can be used to locate it, provided the dragon is close to its present location and makes its recognition roll (base 35% chance, plus 5% per level). Once the item is recovered and returned to the bonded hoard in the dragon's hidden lair, all lost abilities return immediately.

Replacing items in a bonded hoard requires more work on the part of the dragon. It must again enter dragon sleep with the replaced hoard for the full amount of time necessary to achieve its cur-

rent level. In dragon sleep, all lost abilities return as the new items meld with the previously bonded treasure. This severs the connection with the stolen treasure.

Mating

Each dragon type and family approaches mating in different ways, although the actual ritual is similar. The concepts of fidelity, union, and partnership have varying shades of meanings for different dragon types. The text that follows are generalities and are not meant to be inclusive by any means. Furthermore, intelligent, self-aware, individual dragons (including dragon PCs) may differ from the norms presented below.

The metallic dragons, of all the dragon families, mate most often for love. They frown upon inbreeding among even distant kin and forbid siblings from mating (a sensible genetic rule some of the wilder chromatics often disregard). Gold, silver, and bronze dragons are nearly always monogamous, often not even taking a new mate after the death of a beloved partner. Some of these metallics will take on an appropriate humanoid form and seek out a mate among their demihuman vassals, with whom they will live while they are in their polymorphed state. (Interestingly, the strong fidelity inherent to these dragons is ascribed to both dragon and demihuman mates.) When this occurs, male dragons can impregnate female demihumans, thus creating half-dragons. Female dragons, however, can never be impregnated by male demihumans, despite being in humanoid form.

Even among those dragons who willingly engage in a relationship with a demihuman mate, producing half-dragon young is considered socially unacceptable. Although a dragon may truly love his or her demihuman mate, dragon society as a whole finds the idea of creating half-dragons repugnant. Thus, half-dragons are rare, though they do exist. They take the physical form of their demihuman parent, but some half-dragons

do show unmistakable signs of draconic blood. Half-dragon offspring are considered, at best, outsiders in the societies of both dragons and demihumans in the lo's Blood isles.

Brass dragons, the last metallic type, also make dedicated spouses. They remain partnered to the same mate through most of their lives, though if a loved one dies they often seek out a new partner. Copper dragons, on the other hand, follow a more chaotic path. They spend a portion of their lives switching mates frequently, seeking variety and new experiences every time the wind shifts or the seasons change. Upon reaching the mature adult stage, however, they finally settle on a mate for their remaining years.

Chromatic dragons tend to be greedy and selfish when choosing their mates, sometimes regardless of consequences. Red dragons enjoy the company of strong-willed, lusty dragon partners, though because of their greedy natures they rarely share lairs. They tend to have frequent love affairs of short duration.

Blue dragons, being territorial in nature, do join with a single mate for a time—sometimes for as long as three or four age levels—before moving on to new conquests. Green dragons tend to build intricate living arrangements with multiple partners, whom they move among as desire directs. Their societies tend to be either polygamous or polyandrous, and there is no prevalence of one over the other. Black dragons and white dragons have the least formal of all arrangements, mating whenever the mood strikes, almost on the level of animals. They have no regard for love, nor do they care (or even understand) the problems inherent with inbreeding.

Gem dragons, meanwhile, fall somewhere between the other two families. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Emerald and sapphire dragons take a single mate for long periods of time, though each for a

different reason. Emeralds like the security and protection offered by a trusted partner, while sapphires seek to possess a mate to enhance their prestige and status. Topaz and crystal dragons are irresponsible and chaotic, and their societies reflect this. They mate with willing partners whenever they want, as desire and need move them. Fortunately, however, they are more selective than the black and white dragons.

Dragons of all types tend to mate with members of their own type. Gold dragons mate with golds, red dragons mate with reds, and so on. Sometimes they will go against their natural tendencies and mate with dragons of other types. In most such cases, these unions will not result in the birth of offspring. There is only a 30% chance that dragons of different types but of the same family will be able to create fertilized eggs. For example, if a gold and a silver mate, there is a 30% chance that a clutch will occur. For dragons of different families (red and gold, for instance), the chance falls to 5%. The number of eggs and the incubation time is determined by the female dragon's type. (See Table 19: Dragon Clutches, which follows.)

When a dragon emerges from the union of two different types, roll 1d8. On a 1-4, the hatchling resembles the parent with the higher number of Hit Dice. On a 5-7, it resembles the parent with the lower number of Hit Dice. On an 8, it possesses a mixed appearance and a combination of abilities inherent to its parents, as determined by the DM. Hatchlings that resemble one parent are generally accepted.

The mixed-appearance crossbreeds, however, are considered abominations. The chromatic dragons tend to kill these hatchlings immediately. Metallic dragons simply banish them from their domains (rumors abound that these crossbreeds are sent to other worlds, but this has yet to be proven). The gem dragons, however, believe that something as majestic as a dragon can never be an abomination. In the rare instances when a gem

dragon produces a mixed hatchling, the newborn is allowed to remain a member of the clan.

Dragon reproduction has elements of both the reptilian and mammalian processes. Eggs are fertilized within a female's body through the act of mating with a male. The female carries the eggs inside herself for the first quarter of the incubation period, during which time a flexible, leathery shell forms around them. She then lays the eggs within her lair (or within a shared lair designed to accommodate the mated pair and their clutch). When the full incubation period ends, if there are no complications, the eggs in a clutch hatch and new dragons enter the world.

Female dragons can bear fertile eggs starting with their young adult stage through their very old years. Once they reach the venerable age category, they lose the ability to lay eggs. Males can fertilize eggs from the ages of young adult through wyrm. Generally, each dragon female can produce at least one clutch of eggs during each fertile age category. There is a base 40% chance that copper, brass, black, and white dragons (rare dragons) will produce a second clutch, while the base chance for other dragons (very rare dragons) is only 25%. No female dragon will produce more than two clutches during a single age category.

Table 19: Dragon Clutches shows the typical number of eggs and the incubation period required for each dragon type.

Table 19: Dragon Clutches

Dragon Type	Number of Eggs	Incubation Period (Months)
Gold	2-4	24
Silver	2-4	22
Bronze	3-5	20
Copper	3-6	18
Brass	3-6	16
Amethyst	3-5	20

Sapphire	3-6	18
Emerald	3-6	16
Topaz	4-7	14
Crystal	4-7	12
Red	2-5	22
Blue	2-5	20
Green	3-6	18
Black	4-8	16
White	5-9	14

Many dragon eggs suffer from a malady known as cracking. Cracking causes egg shells to spontaneously shatter before the end of the incubation period. If cracking occurs too early, such as during the first three-quarters of the incubation period, the dragon growing inside the egg dies. If it occurs within the last quarter of the incubation period, there is a good chance the dragon will survive (a successful Constitution check means it lives).

There is a 40% chance that a dragon egg will suffer cracking. If this is indicated by the dice roll, roll 1d10 to determine which quarter it strikes (1-7: 1st through 3rd quarters; 8-10: 4th quarter).

Aging, Death, and Beyond

Dragons follow a strict cycle of growth and stability throughout their long lives. Massive growth occurs 12 times over the course of a dragon's existence—the first time within the egg before hatching, the last time when it moves from wyrm to great wyrm. Except for these relatively short periods of growth facilitated by the state of dragon sleep, a dragon does not change. There are no gradual signs of aging, no reduction in strength and abilities as witnessed in other creatures. A dragon appears the same for years on end, then disappears for a time, only to return larger, stronger, older than it was.

From hatching to great wyrm, a dragon continues to grow larger and more powerful as the years unfold. It suffers no gradual weakening, no decay of mind or body. The first spurt of growth is fueled

by a precious metal or gem passed through the mother's body and lodged inside the egg with the embryo. The metal or gem will be of an appropriate type for the dragon, and it must be valued at 1,000 gold pieces times the hatchling's Hit Dice or greater. For each point of Constitution and Strength the hatchling has, the metal or gem is reduced in value by 100 gold pieces, indicating that a portion of it has been consumed to fuel the growth process.

When the hatchling emerges from the egg, this single item becomes the first piece of its bonded hoard. For example, a silver dragon with 9 HD would need a lump of silver worth 9,000 gold pieces. A silver hatchling, with a Strength of 12 and a Constitution of 14, consumes 2,600 gp of the silver. The hatchling starts with a bonded hoard worth 6,400 gp.

Many creatures that value precious metals and stones often brave the lairs of dragons to steal them from newly laid eggs. Legends describing magical properties are attached to these gems, but except for exceptional efficiency as spell components, no major intrinsic magical powers have ever been documented.

Each subsequent growth period is fueled by a dragon's hoard, though no additional reduction in gold-piece value occurs. During its great wyrm stage, a dragon can use its hoard to fuel one last change, as discussed below.

At some point during the great wyrm stage, a dragon finally suffers the effects of all its years. They come crashing down upon the wyrm in a single moment, and suddenly its great strength gives out, its sharp mind dulls, and its massive body refuses to obey even the simplest commands. This moment, called the **dragon's twilight**, is neither welcomed nor dreaded by great wyrms. They know that it waits for them, hiding among the years ahead, and the only thing to do is meet it when it comes . . . or find a way to avoid it.

Dragon's twilight strikes a great wyrm sometime after its 1201st birthday, as determined by its Constitution score. Multiply the great wyrm's

Constitution score by 100 years (for metallic dragons), by 75 years (for gems), or by 50 years (for chromatics) and add that total to 1,200. This indicates the first year of life in which dragon's twilight can strike the wyrm. For example, a topaz great wyrm with a Constitution score of 11 would not suffer from dragon's twilight until after its 2,025th year.

After the first possible year in which dragon's twilight can strike, roll a Constitution check. A successful check indicates that the malady holds off for another year, but the dragon's Constitution score is reduced by one. The next year, another check must be made, using the reduced score. Success grants the dragon another year of health and vitality, though its Constitution again falls by one more point. Each subsequent year, a check must be made and Constitution reduced if necessary. Eventually, the check will fail or the dragon's Constitution score will drop to zero. At either point, dragon's twilight sets in.

Death is the net result of dragon's twilight. The effects of age, held at bay for so long, finally wrack the great wyrm's body and mind in one sudden, overwhelming release of pent-up years. Of course, few dragons ever make it to this point. Even with the relative peace insured by the Council of Wyrms, a dragon's life is far from safe and idyllic. Many threats exist—hostile beings, monsters, natural disasters, and even other dragons pose fatal danger to the average dragon. Among the chromatic clans, the surest way to advance in rank is to defeat a rival in mortal combat. Contests between members of the same clan rarely receive the safeguards afforded to the formal challenges of the Council.

The *raise dead* spell is ineffective on dragons, although more powerful magic such as *wish* and *resurrection* will work. A few mighty great wyrms are rumored to have such powers, as is the Council. The outright cost of such services is steep, especially for young dragons; generally a deal is struck for services to be performed by close friends, clan, or kindred.



Occasionally, PC dragons will fall prey to the hazards of giant raids, dragon slayers, natural disasters, and more. However, PCs will have an edge here, because they are wards of the Council. Those dragons who do reach great wyrm age often seek to circumvent dragon's twilight through a number of mysterious and secret methods, as outlined below. Note that some of these methods are merely whispers of legends, and are not necessarily available to dragon PCs. This is a matter up to a DM.

Guardianship. Some great wyrms transform into guardians of the land. Before dragon's twilight overtakes them, a great wyrm finds a location that suits its nature and transports its vast hoard to the spot. Then it enters one last period of dragon sleep, consuming its hoard as it magically becomes one with the landscape. Such a great wyrm could transform into a hill or mountain, a deep lake, a wooded grove, a secluded desert, or some other terrain feature.

Legends describe young dragons seeking knowledge and advice from these sleeping guardians, as well as sacrilegious thieves hunting for the remains of the hoard. They believe that only a portion of the hoard is consumed in the transformation. The rest waits at the bottom of the lake, or deep within the mountain, or in some other appropriately guarded location in the terrain.

Dragon's Graveyard. Other great wyrms scatter their hoards through a variety of hiding places before departing from the islands of Io's Blood before the twilight falls. Where do these dragons go? Some say there is an island out beyond the Blood Sea where the great wyrms go to die. This dragon graveyard of legend is said to be covered with the bones and glistening scales of many, many wyrms.

Dragon Ascension. Others have seen great wyrms consume their hoards. The wyrms, of course, did not say why, but some believe the act was an effort to pass on to a new level of existence. They say these wyrms become like gods, companions of Great Io who travel the many planes of exis-

tence at the Concordant Dragon's side.

Dragon Passing. Some great wyrms simply disappear, and there are those who say these wyrms continue to grow and advance beyond the 12th stage of existence. They say the wyrms grow so large that this world can no longer contain them. They fly to the next world, a place where only dragons live. Like the elven Arvanaith, this dragon homeland waits for those great wyrms strong enough and brave enough to attempt the journey.

Dracolichdom. A final method for cheating the dragon's twilight is only available to evil dragons. Through a complex process involving arcane spells of a malevolent nature, these dragons become undead creatures known as dracoliches. These creatures are extremely rare, for all living dragons—including the chromatic dragons—despise and fear dracoliches. When the presence of such a creature is detected, the Council gathers a horde of different dragons to oppose it.

Rogue Dragons

There are essentially three different types of rogue dragons. The first is simply those who go against their basic nature. A good-aligned chromatic dragon or a metallic dragon with evil tendencies are both considered rogues. This type is rarely tolerated within its own communities, but the dragons may find a place in another dragon domain. A second type of rogues includes those dragons who refuse to follow the leaders of their clans. The most dangerous rogues are those dragons who either suffer from some form of insanity or hold such radical beliefs that they become threats to dragon society.

Sometimes a dragon simply goes against the nature and tendencies of its type. This new attitude toward life can be nothing more than a slight variation, as when a dragon remains good, neutral, or evil but shifts from lawful to chaotic or vice versa. A more radical shift, as when a

dragon changes from good to evil or neutral, causes much more tension within the community. Situations that create this type of rogue include a radical change in beliefs or a new outlook on life, a traumatic experience of some type, deeply felt rebellion against the clan establishment, or the difficult weighing of options in order to make a conscious choice.

A significant number of dragons go rogue to protest the attitudes and agendas put forth by their leaders. In most clans, if a dragon disagrees with its lord, it can suffer alone in silence or voice its protests—and be silenced permanently. A better solution to some is to strike out on their own, becoming dragons without clans: rogues. Sometimes such a departure from the same clan leads to the birth of a new clan, as in the case of the gold dragons of Clan Sunblaze. More often, rogues become lone hunters, seeking to survive on their own in the less-populated regions of the islands. Rogues seldom stray too close to the territory of a clan, but they are sometimes forced to steal or even kill another dragon to survive. When this occurs, the Council may be called upon to deal with the rogue.

The last type of rogue is a menace to all dragondom. Either because of mental illness or obsessive ambition, this rogue endangers all dragons who cross its path. A mentally ill rogue battles acute fear, anger, and delusions of grandeur every day of its life. On the days it loses a battle, it strikes out at whoever happens by. These rogues ravage the countryside, killing out of unsubstantiated terror, for the thrill of it, or because they believe that such behavior is their right and duty. An overdeveloped sense of goodness or evil can lead to the same thing. A dragon who takes its outlook of justice and goodness to the extreme may go rogue to wipe out the evil dragons. Similarly, a dragon obsessed with the literal tenets of chaotic evil may go on a deadly rampage to appease its malevolence.

Religion and the Dragon Gods

The dragons of Io's Blood pay proper respect to beings greater than themselves, but religion as other races know it is practically unknown. Dragons with the innate ability to cast priest spells do not have to pray to receive them (unless taking the dragon-priest kit; see Chapter Four). While they recognize the significance of deities, they also see themselves as one step removed from the gods.

Still, a small part of the population does worship the dragon gods. They have much respect for what they perceive to be the supernatural. (Dragons do not consider their own innate abilities to be supernatural, for to them these powers are completely natural.) A few have an interest in clerical magic, which is sometimes fostered to the point where these dragons become priests.

Most dragons develop clerical spellcasting ability at some point in their long lives. This ability comes to them naturally while they contemplate the mysteries of the world. A few dragons in every generation, however, decide to dedicate themselves to the service of a particular deity and follow a clerical path. These dragon-priests receive spells from their gods or other intermediary agents through prayer. (The DUNGEON MASTER® Guide rules supplement, *Monster Mythology*, explains that Io does not see a place for priesthoods and so no dragon gods maintain priests. This is true of most campaign worlds. Io's Blood, however, being of greater interest to the dragon gods and existing in an ancient age, has seen the rise of a small number of true priests.)

The most organized priesthood—and the most secretive—is the Custodians of Concordance, whose dragons are dedicated to the service of the Great Io. Other dragon-priests pledge themselves to other gods, but no other formal religious organization exists in the Io's Blood Isles chain. Most



dragon priests are viewed as curiosities that have been touched by the gods in a unique and mysterious manner. While most dragons do not pay daily homage to the gods, they extend at least a modicum of reverence and respect to them, which in turn is extended to the priests.

The gods worshiped in the Io's Blood islands are described below. For more detailed information, consult *Monster Mythology*.

Io, a greater god, leads the major gods of the Io's Blood dragons. Io, the Ninefold Dragon, is a god of many aspects who contains within himself all alignments. The dragons believe him to be the creator of all things. Through his grace and understanding, Great Io has allowed other gods to shape and mold portions of his creation to accommodate their own children. Dragons, however, being the first and best children of the true creator, have received the best gifts and abilities to use during their lives.

As a greater god, Io rarely gets involved with his children and almost never makes his presence known. In one exception, he sent his avatar to end the Dragon Wars and establish the Council of Wyrms. Few dragon-priests pray directly to Io, though the Custodians of Concordance do offer Io direct worship. Io's holy symbol is an eight-pointed star with a central rising spoke.

Chronepsis, an intermediate god, is the mute dragon god of fate, death, and judgment. He knows the fate of all creation up to the end of time, and he guards this knowledge with silence and compassion. He is of neutral alignment, and few dragons worship him—though all respect him. His few followers are found among the amethyst clans. The holy symbol of Chronepsis is a set of brass scales below a harp.

Aasterian, a lesser goddess, is Io's daughter and is of chaotic neutral alignment (with tendencies toward good). An unreliable and flighty messenger, she enjoys play, invention, and pleasure, and her followers revere these same things. Many gem and metallic dragons worship her, especially the brass and copper dragons. Aasterian's holy

symbol is the Morning Star.

Bahamut, a lesser god, promotes the causes and tenets of lawful goodness. As an active deity, Bahamut grants those of good alignment visions of wisdom, knowledge, and prophecy. He often wanders about in polymorphed guise, not only here, but across many worlds. He is said to often argue with Io against the value of evil, though Io favors all views. Gold and silver dragons in particular have an affinity for Bahamut. His holy symbol is the Pole Star above a milky spiral.

Hamat, a lesser goddess, is the patron deity of the chromatic dragons. Supremely and profoundly lawful evil, she watches over the chromatic dragons and spurs them on to new heights of pride and wickedness. She hates the Council of Wyrms and all it stands for, but she is slow to make any overt threats toward it, as Great Io himself established the body. Homage comes from all the chromatic dragon clans, though her priests are usually drawn from among the ranks of reds, blues, and greens. The five-headed dragon is her holy symbol.

Faluzure, a lesser god, is the terrifying Night Dragon who rules over undeath and decay. This neutral evil god hates the other dragon gods. He becomes involved in the affairs of the mortal world quite often, for he needs a constant supply of death to sustain his own being. Only the most twisted of the evil dragons follow Faluzure, mostly those few who have passed on to become dracoliches. A dragon skull is Faluzure's holy symbol.

Elemtia, the demigod of elementals, is sometimes revered by chaotic dragons.

Arcanic, the demigod of magic, is sometimes worshiped by lawful dragons.

Dragons and Magic

All dragons have the ability to tap into the arcane well of wizardry. Their magical abilities, which develop naturally (the standard dragon wizard/priest spell slots), do not require dragons to use components, spellbooks, or other magical

paraphernalia to cast. These are innate abilities that will not change for the dragon after they appear, though some spell effects, durations, or ranges may improve as the dragon ages.

Those dragons who seek to study the ways of true magic can become dragon-mages. Once a dragon embarks on this structured path, it follows all the conventions of true wizardry—memorization, simple gestures, components, and mystical words. Dragon-mages must gather their spells within tomes of magic, for they lose their innate spellcasting abilities in order to have full access to arcane powers. They do gain the ability to engage in spell research and to create magical items.

Dragonkind has no inherent fear of magic or other supernatural forces. They share the same distaste of the undead that other living things possess, but they do not dread these creatures as do lesser beings. Dragons inherently believe themselves to be superior creatures, able to defeat all opponents with little trouble. In general, a single dragon believes itself to be better than any other single creature—be it human, demihuman, or monster.

Magical Items and Equipment

The dragons of the Io's Blood isles appear more civilized than the dragons of other worlds because of their penchant for wearing decorative ornamentation. Dragons adorn themselves with rings, bracers, earrings, and necklaces of beauty and great value. Many even carve runes and symbols into their scales, covering parts of their bodies in artful or enchanted tattoos. Some ornamentation is social, some has practical offensive or defensive capabilities, and some is magical. Not only do the dragons of Io's Blood wear jewelry, they also use other items as described below.

Weapons. While dragons do not employ a

wide variety of crafted weapons, there are two specific items that need to be mentioned. These are crafted by clan vassals under the direction of a dominate.

The first is the **wing spur**, a wickedly curved hook of strong metal that can be worn on the edge of a dragon's wing. To employ the wing spur in combat, a dragon must wear one on each wing and be able to use the wing buffet combat proficiency. The wing spur increases wing buffet damage by +2.

The second item is the **tail mace**. This metal glove, covered with sharp protrusions, is worn over the tip of a dragon's tail. To use the tail mace in combat, a dragon must have the tail slap proficiency. It adds +4 to the damage caused by a successful tail slap attack.

The game statistics for both items are presented in Table 20.

Table 20: Dragon Weapons

Item	Cost (gp)	Wt. (lbs.)	Size	Type	Speed Factor	Damage Bonus
Wing spur	10	8	L	S	3	+2
Tail mace	20	12	L	P	7	+4

Holy symbols. The holy symbols used by dragon-priests come in two forms. The first is an ornate piece of jewelry worn around a dragon-priest's neck. The second is more permanent. A dragon-priest carves the holy symbol into one or more of its scales. Both can be used to focus priest spells, though many dragons believe that the carved scales show a greater amount of devotion than simply wearing a piece of jewelry.

Magical items. All magical items available to characters in other AD&D® campaign worlds might exist among the Io's Blood islands, though not all can be used by dragons. Items such as cloaks, robes, boots, and gloves show up in the possession of demihuman vassals, but are of little use to a dragon. However, dragons may have equivalent

magical items suitable for their own use.

Using Table 21: Dragon Magical Items as a start, the DM can refer to the appropriate magical item tables from the *DUNGEON MASTER Guide* to determine the availability of an item usable by dragons. In some cases, the DM may need to change an item in order for it to make sense as dragon magic. For example, wands are much too small for dragons to wield. However, a similar enchantment might be placed within a light, ornate pole, which could then function as a wand.

Table 21: Dragon Magical Items

1d20 Roll	Category
1–2	Potions and Oils
3–4	Scrolls
5–6	Rings
7–8	Staves
9–10	Wands
11	Books and Tomes
12–13	Jewels and Jewelry
14–15	Bags and Bottles
16–17	Dusts and Stones
18–19	Household Items and Tools
20	Weird Stuff

Potions are very common items among the dragons, and most dominants have access to a variety of them at any given time—especially within the confines of their own lairs. One potion deserves discussion: *dragon control*. While these potions do exist in Io's Blood, they are *extremely* rare. By Council decree, the possession of a potion of dragon control by a non-dragon is grounds for *immediate* death. Dragons who use such magic on other dragons also face stiff punishments, though usually of a less lethal nature. Table 22: Potions of Dragon Control, below, has been expanded from the one in the *DMG* to include gem dragons.

Table 22: Potions of Dragon Control

1d100 Roll	Type Affected
1–8	White
9–16	Black
17–24	Green
25–30	Blue
31–35	Red
36–42	Crystal
43–49	Topaz
50–56	Emerald
57–61	Sapphire
62–64	Amethyst
65–69	Brass
70–74	Copper
75–77	Bronze
78–80	Silver
81–83	Gold
84–91	Chromatic
92–97	Gem
98–100	Metallic

One magical item that deserves particular attention is the *orb of Io*. An *orb of Io* is a globe of obsidian about 12 feet in diameter. Within an orb's black depths, swirls of color that match each of the 15 dragon types can be seen. Created by the Custodians of Concordance from visions granted by Great Io himself, every clan lord receives one orb in order to instantly call a meeting of the Council of Wyrms, or to hear a summons. In addition to the one in the Council Aerie, there are currently 88 other orbs, one for each domain.

An *orb of Io* can only be activated by a dragon of wyrm age or older. Activation requires the use of innate magical energy the equivalent of six wizard spell slots. When a wyrm activates an orb, these slots are used for the day. Once activated, a connection is formed among all of the orbs. Anyone can hear and respond to the image and voice of the activator, and an orb picks up voices within 20 feet. The connection lasts for two rounds upon activation, though it can be extended by one round for each additional spell slot spent by the activator.



Chapter Four: Campaign Rules and Kits

"To Chronepsis
with random
magical powers.
I'll keep my
spell book."
— Skyrunner,
Crystal
Dragon-Mage

Typical dragons are egotistical, confident, and overbearing. Most are loners, preferring solitude wherever they can find it; even in a dragon city, a dragon's lair will be as quiet and isolated as possible. Dragons love flattery, however, and this is something of a weakness.

Although typical dragon PCs often share these traits, they should also try to rise above them. By spending the first stages of their lives under the tutelage of the Council Custodians, dragon PCs learn how to work together and to temper their own desires with the needs of dragonkind. While two opposed dragon types may never learn to love one another, they can and do learn to trust each other and work together.

Dragon Campaigns

A dragon campaign set in the Council of Wyrms setting is by far the best way to make use of the material presented in this product. Even so, the rules and campaign materials here do not cover every possibility or square acre of island. It falls upon the shoulders of both Dungeon Masters and players to expand the world and fill in the blanks with rich, personalized details.

To start, each player needs to create a dragon character and its kindred, or a single half-dragon, using the rules in *Book One*. Each player should choose a clan to which the PC dragon belongs. With the DM's approval, players should be encouraged to create details and personalities for the clans they select. The very first adventure for dragon PCs appears in *Book Three: The Adventures*. It concerns a clutch of aerie dragon eggs that open in the Council hatchery. The hatchlings are immediately confronted by foul humanoids that try to make off with a few unhatched eggs while the PCs awaken to life outside the shell.

From this starting point, every dragon campaign will evolve in a



different way, reflecting the personality and gaming needs of the players and DMs. All campaigns should begin in the shadow of the Council of Wyrms, but can then develop in any number of directions. Some adventuring groups may want nothing more than to explore the world and battle the dangers it contains. Others may seek the grand scale of epic events, the politics of the clans, or a quest for personal power and glory. Still others might prefer to dabble in all styles of play, moving from hack-and-slash to exploration to political intrigue and back, over the course of an extended campaign.

The simplest way to begin is to start small. For example, the dragon PCs operate from the Council Aerie during their first 25 years of life, so this becomes their home base. The adventures presented in *Book Three* can be used to fill out the course of the campaign. Details can be added along the way, helping DMs to slowly build the world as they see fit.

Dragon PCs in Other Campaigns

Transporting dragon PCs into other AD&D campaign settings is not recommended. For a variety of reasons, dragon PCs are generally too powerful and too disruptive to be integrated smoothly into an existing campaign populated by traditional player characters. The Council of Wyrms setting was designed to hold the scale and epic grandeur of dragon PCs. In most "standard" AD&D campaign settings, dragon PCs would quickly tire of the slower pace. The years would crawl by if a dragon had to live within a human time frame.

For instance, over the course of a single year of continuous campaigning, typical human or demihuman PCs might reach 8th or 9th level. At their rate, it would take a hatching dragon PC at least six years to advance a single level—during which time its lesser companions could advance far into the upper levels. While a dragon may stick around for an adventure or

two, it would grow weary and go off in search of activities to occupy its draconic interests.

If a player really wants to use a character from this boxed set in another campaign, the half-dragon is a better way to go. Half-dragons are closer to traditional player character races, and their abilities and advantages are not overwhelmingly superior to those of elves, dwarves, gnomes, or halflings. Additionally, half-dragons can go everywhere the other PC races can—something that can't be said about dragon PCs. Still, as with any new concept, great care must be used when introducing half-dragons (or any of these rules and concepts) to an existing campaign. Introduce them slowly. Nothing will kill an established campaign more quickly than suddenly adding six half-dragon PCs to the mix.

A guest shot by a single dragon PC could work if handled properly, but it should not be permitted to stay with an established campaign group for any length of time. The dragon PC deserves to strut its stuff in a setting worthy of its majesty and capable of handling its increasing power—such as the Council of Wyrms campaign.

Awarding Experience

Dragon PCs need a lot of experience points to advance a level, as well as a lot of treasure. How much experience and treasure a DM decides to award depends on how many adventures he or she wants to run per dragon age category. An average advancement pace would be four to six adventures per age category, though advancement might be even slower at the higher ages. In addition to standard awards for defeating opponents, DMs should provide story awards as outlined in the *DMG* but using these point values.

Typical story awards often range from 15 to 25 percent of what a midsized dragon PC needs to advance a level. Using the copper dragon experience track as a base, a story award for hatching PCs should range from 10,000 to 16,000 XP. After 1st level, an average story award should range from 80,000 to 125,000 XP.

Kit Descriptions

Dragon kits must be used when players create dragon PCs. Kindred demihumans and half-dragons do not have to use kits, though some are provided in this chapter. All kits, whether for use by dragon, kindred, or half-dragon PCs, include descriptions that tie them to the Council of Wyrms setting. If a player is going to use a half-dragon PC in another campaign setting, for example, the background information included with the kit will have to be modified. As an added bonus, the human dragon slayer kit is provided. While designed for use as an NPC in the Council of Wyrms setting, it can be transferred as a PC to another campaign with a minimum of effort.

Kits require the use of the proficiency rules outlined in Chapter Five of the AD&D *Player's Handbook* and in Chapter Two of *Book One: Rules* found in this boxed set. Unless otherwise noted in the kit description, a character receives the number of proficiency slots listed for characters of the same class (or dragon type). Each kit begins with a brief overview, providing an example of the type of character that can be created with the kit. Other sections of the kit description include:

Requirements: This details who can use the kit and who cannot. In most cases, a particular race or dragon type will be noted, though a kit is sometimes limited to certain alignments.

Role: This elaborates on a character's place in dragon society. It also shows how a member of the kit typically behaves, though PCs can always create their own motivations.

Combat/Weapon Proficiencies: Some kits require that certain combat or weapon proficiencies be selected when the PC is created. The cost is as described in the proficiency descriptions unless otherwise noted. Some kits may also receive *bonus* proficiencies that do not use up slots. Dragon PCs may select combat proficiencies only from those

detailed in Book One.

Noncombat/Nonweapon Proficiencies: Some kits specify that certain noncombat or nonweapon proficiencies be selected when a PC is created. *Bonus* proficiencies do not use up slots. *Required* ones use up slots and must be taken. *Recommended* ones are optional but take up the usual number of slots. All dragons must select from the noncombat proficiencies in Book One; they are not restricted by groups as are other races.

Equipment: Restrictions concerning equipment available to each kit are given here.

Special Benefits: Advantages that set one kit apart from another are given here. Bonuses are always expressed as positive numbers, and penalties as negative numbers. In many cases, bonuses will actually have to be subtracted from a die roll to work in a character's favor.

Special Hindrances: Like benefits, these are unique to each kit and are designed to balance the benefits each kit receives.

Wealth Options: Each dragon starts play with a single item in its bonded hoard. This item, a gem or lump of precious metal appropriate to the dragon's type, starts with a value of 1,000 gold pieces multiplied by the hatchling's Hit Dice total. Part of the item is consumed during incubation, so that when the hatchling emerges from its egg, the item is reduced in value. This reduction is equal to the total of the hatchling's Strength and Constitution scores multiplied by 100 gp.

Dragon Kits

There are four kits available to dragon player characters, starting with the basic *dragon PC*. This kit is the closest to the traditional AD&D game dragon. The other kits are the *dragonmage*, the *dragon-priest*, and the *dragon-psionicist*. All dragons, regardless of their kit, start play as hatchlings who have not yet reached 1st level.

Dragon PC

The dragon PC, known and feared for its size, physical prowess, and magical abilities, is the basic dragon type that can be created using these rules. Like the dragons presented in the *Monstrous Manual*, dragon PCs have many powers and abilities that they acquire haphazardly and with little planning as they advance through life.

Dragon PCs are dragon warriors of the finest order, able to employ their natural weapons, combat proficiencies, and breath attacks to best advantage. They have innate spell abilities that duplicate some wizard and priest spells, as determined by their dragon type.

Requirements: Any dragon can use this kit.

Role: The dragon PC is the foundation upon which dragon society is built. Every niche in a clan, with the exception of certain specialized roles handled by the other kits, will be filled by a dragon PC (or an equivalent NPC). No matter its clan or clutch ties, a dragon PC starts as an insignificant hatchling who must earn respect and a place in society by worthy actions, words, and deeds.

A dragon PC begins its life as a ward of the Council of Wyrm's, learning from the custodians of All Clans Island and dealing with whatever tasks the Council puts before it. Its early years are a blur of activity. Everything taught to a young dragon PC follows the tenets of the Code of the Council (see page 24). In later years, dragon PCs may expand upon or even reject these teachings, but in the beginning the young dragons work together for the good of the island chain.

Combat Proficiencies: A hatchling dragon PC starts with the claw attack as a bonus proficiency. It has no special restrictions or requirements concerning the selection of other combat proficiencies, other than those that apply to all dragons.

Noncombat Proficiencies: *Bonus*—racial language, racial bonus (see *Book One*, Chapter Two). *Required*—kindredbond (by 4th level). *Recommended*—alertness, burrowing, danger sense,

direction sense, fishing, hunting, languages (High Draconic), navigation, observation, singing, survival, swimming.

Equipment: None to start with. Later, a dragon PC is restricted to items usable by a creature of its size and dexterity. What it places in its hoard, however, is unrestricted.

Special Benefits: In addition to the bonus claw attack combat proficiency, a dragon PC starts with one item in its bonded hoard.

Special Hindrances: To reach each 3rd age level, the dragon PC must have 200 XP of magical items per current age category in its hoard. Thus, to move from the 2nd to the 3rd age category, the dragon must have in its hoard 400 XP of magical items. Silver and gold dragons can substitute art objects worth 500 gp per age category.

Wealth Options: See the introduction for "Kit Descriptions" for details.

Dragon-Mage

Some dragons are not content with the natural innate spell ability they will develop. They become obsessed with magical processes and spellcraft, especially the formal processes used by wizards. This leads them to follow the arcane paths of wizardry as dragon-mages.

A dragon-mage spends the time between hatching and reaching 1st level learning the theories and techniques of magic. As a hatchling PC, a dragon-mage receives instruction from either a higher level dragon-mage who is a member of the Custodians of Concordance or from a demihuman vassal wizard attached to the Council of Wyrm's. During this time of apprenticeship, it learns its first spells and prepares a spellbook.

The spellbook of a 1st-level dragon-mage contains the following spells: *read magic* and *detect magic*. It also contains three additional 1st-level spells selected by the Dungeon Master, including one attack spell and one defensive spell. By learning scholarly magic, a dragon-mage loses its

innate spell ability. It no longer follows the spell progression as listed on Table 5: Dragon Information by Age. Instead, it gains spells as a wizard character does, though it uses Table 23: Dragon-Mage Spell Progression (see below). A 1st-level dragon-mage, for example, has the ability to memorize and cast one 1st-level spell.

Requirements: All dragon types that have Intelligence scores of 13 and Dexterity scores of 13 or better can use this kit.

Role: The dragon-mage is the true scholar among the dragons of the lo's Blood isles. They work for the clans they belong to, but they also have their own agendas as far as the gathering of arcane knowledge is concerned. While other dragons fill their hoards with gems and precious metals, dragon-mages seek out enchanted items and magical tomes.

A dragon-mage has less interest in dragon affairs than the average member of dragonkind. Instead, a dragon-mage's attention is focused on mastering the arcane arts. The more flair and flourish a dragon-mage can apply to spellcasting the better. In later years, research becomes a paramount pursuit. Older dragon-mages often spend years on end searching for rare spells, lost magical items, and legendary tomes of magic.

Dragon-mages believe that magical training is vastly superior to the haphazard progression of other dragons. They like to be mysterious, hinting at the secret knowledge they claim to possess. Still, dragon-mages in particular understand that there is a place for every kind of dragon and every talent in the vast scheme of things.

Combat Proficiencies: A hatchling dragon-mage starts with the claw attack as a bonus proficiency. It receives one fewer initial combat proficiencies than what is listed on Table 11: Dragon Proficiency Slots. For example, a gold dragon-mage would get its bonus combat proficiency plus three other instead of the usual four listed on Table 11.

Noncombat Proficiencies: *Bonus*—racial lan-

guage, racial bonus (see *Book One*, Chapter Two), spellcraft (wizard, received at 1st level). *Required*—reading/writing (at 1st level); kindred bond (by 4th level). *Recommended (at hatching)*—direction sense, languages (High Draconic), survival, swimming. *Recommended (after 1st level)*—ancient history, astrology, languages (ancient), languages (modern), local history, lore, navigation.

Equipment: None to start with. Later, a dragon-mage is restricted to items usable by a creature of its size and dexterity. What it places in its hoard, however, is unrestricted. At 1st level, it receives a spellbook containing five spells, as outlined above, as well as a collection of spell components.

Special Benefits: In addition to the bonus claw attack combat proficiency and the bonus wizard spellcraft noncombat proficiency, a dragon-mage starts with one item in its bonded hoard.

A dragon-mage gains and casts spells as any other wizard PC, using the dragon-mage spell progression table. It can engage in researching wizard spells and at adult age can make magical items in the same manner as other mage characters.

For example, a 1st-level bronze dragon-mage can cast one 1st-level spell. The spell is cast as though the dragon was a 9th-level mage (base Hit Dice minus age modifier plus combat modifier; 14-6+1).

Special Hindrances: Dragon-mages lose the innate spell ability outlined on Table 5: Dragon Information by Age (Specific). Additionally, dragon-mages have no access to priest spells, regardless of their type. Members of this kit receive one fewer initial combat proficiencies than the number listed on Table 11: Dragon Proficiency Slots. To reach each age category, the dragon must add one or more magical items to its hoard, totaling at least 300 XP per current age category.

Wealth Options: See the introduction to "Kit Descriptions" for details.

Table 23, on the next pages, details the spells usable for each dragon-mage by level.

Table 23: Dragon-Mage Spell Progression

Mage	Spell Level								
Level	1	2	3	4	5	6	7*	8†	9‡
1	1	—	—	—	—	—	—	—	—
2	2	1	—	—	—	—	—	—	—
3	2	2	1	—	—	—	—	—	—
4	2	2	2	1	—	—	—	—	—
5	3	2	2	2	1	—	—	—	—
6	3	3	2	2	2	1	—	—	—
7	3	3	3	2	2	2	—	—	—
8	3	3	3	3	2	2	1	—	—
9	4	3	3	3	3	2	2	—	—
10	4	4	3	3	3	3	2	1	—
11-	4	4	4	3	3	3	3	2	1
12	4	4	4	4	3	3	3	3	2

* Minimum Intelligence 14

† Minimum Intelligence 16

‡ Minimum Intelligence 18

Dragon-Priest

In other campaign worlds, the statements set forth in *Monster Mythology* are true: the dragon gods do not seek out priests or advocate a formal religion. The Io's Blood setting is somewhat different. Here, the gods still keep a low profile and shun formalized worship, but they tolerate (and some actively seek out) priests through which to express their wills to lesser creatures.

Though rare, there are dragons who follow the example of a particular dragon deity. They see themselves as defenders and guides for the chosen of their gods. These dragon-priests do not operate quite the same as the clerics of more traditional player character races, but they do serve as proponents of their faiths.

As no formal, organized religious groups exist among dragonkind (though the Custodians of Concordance come close), dragon-priests act as traveling centers of worship. They bring the teachings and visions of their gods to the chosen dragon types, traveling the isles to proclaim what-

ever truths the dragon gods hold dear.

Between the moment of hatching and the time when a young dragon-priest reaches 1st level, it receives a series of visions that unequivocally tie it to a particular deity. At 1st level, a dragon-priest gains spells as any cleric PC. Before this time, while a dragon-priest gains the experience and treasure necessary to advance to 1st level, it has only its natural dragon abilities to defend itself.

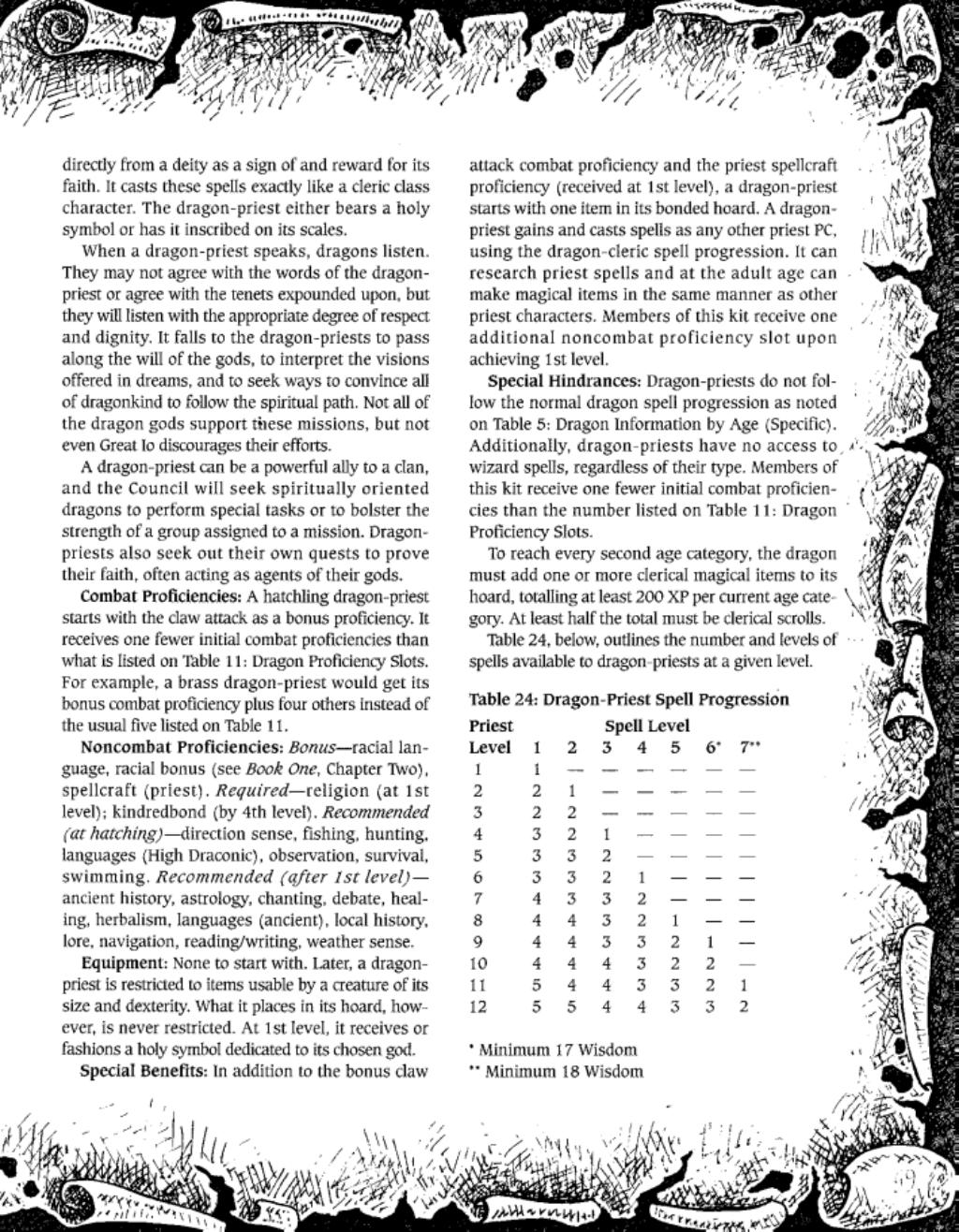
By learning priestly magic, a dragon-priest loses its innate spellcasting abilities. It no longer follows the spell progression as listed on Table 5: Dragon Information by Age. Instead, it gains and uses spells exactly like a cleric or specialty priest, but using the spell progression given in Table 24: Dragon-Priest Spell Progression (see later). A 1st-level bronze dragon-priest, for example, receives and can cast one 1st-level spell as an 8th-level priest (base Hit Dice - age modifier + combat modifier). Like other priests, dragon-priests receive bonus spells for high Wisdom.

Requirements: All dragon types that have Wisdom scores of 13 and Dexterity scores of 13 or better can use this kit.

Role: The dragon-priest travels far and wide to bring its teachings to the chosen dragon types. Few attach themselves to a single clan. Instead, they administer to all dragons of a certain type. While most clans tolerate the presence of a dragon-priest, some dragons consider them to be strangely touched by the divine. Often thought eccentric (or even slightly crazed), they are nevertheless respected by much of dragonkind.

Dragons normally respect the dragon gods and pay at least nominal homage to their will. Few, however, consider themselves devoted followers of the gods. Usually, a dragon gains priest spells through its innate magical nature. To actually pray for a particular spell is a foreign concept to dragonkind. Few understand the extreme faith that drives dragon-priests, or the strange way that they receive their spells.

The dragon-priest receives its spells as insights



directly from a deity as a sign of and reward for its faith. It casts these spells exactly like a cleric class character. The dragon-priest either bears a holy symbol or has it inscribed on its scales.

When a dragon-priest speaks, dragons listen. They may not agree with the words of the dragon-priest or agree with the tenets expounded upon, but they will listen with the appropriate degree of respect and dignity. It falls to the dragon-priests to pass along the will of the gods, to interpret the visions offered in dreams, and to seek ways to convince all of dragonkind to follow the spiritual path. Not all of the dragon gods support these missions, but not even Great Lo discourages their efforts.

A dragon-priest can be a powerful ally to a clan, and the Council will seek spiritually oriented dragons to perform special tasks or to bolster the strength of a group assigned to a mission. Dragon-priests also seek out their own quests to prove their faith, often acting as agents of their gods.

Combat Proficiencies: A hatchling dragon-priest starts with the claw attack as a bonus proficiency. It receives one fewer initial combat proficiencies than what is listed on Table 11: Dragon Proficiency Slots. For example, a brass dragon-priest would get its bonus combat proficiency plus four others instead of the usual five listed on Table 11.

Noncombat Proficiencies: *Bonus*—racial language, racial bonus (see *Book One*, Chapter Two), spellcraft (priest). *Required*—religion (at 1st level); kindredbond (by 4th level). *Recommended (at hatching)*—direction sense, fishing, hunting, languages (High Draconic), observation, survival, swimming. *Recommended (after 1st level)*—ancient history, astrology, chanting, debate, healing, herbalism, languages (ancient), local history, lore, navigation, reading/writing, weather sense.

Equipment: None to start with. Later, a dragon-priest is restricted to items usable by a creature of its size and dexterity. What it places in its hoard, however, is never restricted. At 1st level, it receives or fashions a holy symbol dedicated to its chosen god.

Special Benefits: In addition to the bonus claw

attack combat proficiency and the priest spellcraft proficiency (received at 1st level), a dragon-priest starts with one item in its bonded hoard. A dragon-priest gains and casts spells as any other priest PC, using the dragon-cleric spell progression. It can research priest spells and at the adult age can make magical items in the same manner as other priest characters. Members of this kit receive one additional noncombat proficiency slot upon achieving 1st level.

Special Hindrances: Dragon-priests do not follow the normal dragon spell progression as noted on Table 5: Dragon Information by Age (Specific). Additionally, dragon-priests have no access to wizard spells, regardless of their type. Members of this kit receive one fewer initial combat proficiencies than the number listed on Table 11: Dragon Proficiency Slots.

To reach every second age category, the dragon must add one or more clerical magical items to its hoard, totalling at least 200 XP per current age category. At least half the total must be clerical scrolls.

Table 24, below, outlines the number and levels of spells available to dragon-priests at a given level.

Table 24: Dragon-Priest Spell Progression

Priest Level	1	2	3	4	5	6*	7**
1	1	—	—	—	—	—	—
2	2	1	—	—	—	—	—
3	2	2	—	—	—	—	—
4	3	2	1	—	—	—	—
5	3	3	2	—	—	—	—
6	3	3	2	1	—	—	—
7	4	3	3	2	—	—	—
8	4	4	3	2	1	—	—
9	4	4	3	3	2	1	—
10	4	4	4	3	2	2	—
11	5	4	4	3	3	2	1
12	5	5	4	4	3	3	2

* Minimum 17 Wisdom

** Minimum 18 Wisdom

Dragon-Psionicist

The dragon-psionicist draws upon the power of its own mind through the harmony of body, mind, and spirit. It is a purist, believing that only through proper study and mastery can the secrets of personal balance and concordance be unlocked.

Only gem dragons have innate psionic powers. Though rare, an occasional hatchling will feel the call to pursue these powers to the fullest extent and become a psionicist.

Between the moment of hatching and the time when a young dragon-psionicist reaches 1st level, it strives to unite every aspect of itself into a single, powerful whole. By looking inward and through discipline, self-awareness, and long periods of contemplation, the hatchling unlocks the full potential of its mind. At 1st level, a dragon-psionicist gains access to psionic powers. Before this time, while a dragon-psionicist gains the experience and treasure necessary to advance, it must use its natural dragon abilities to defend itself.

Because of the discipline required and the single-minded pursuit of its inner powers, a dragon-psionicist loses both its innate spellcasting ability and its innate psionic abilities. It no longer follows the spell progression as listed on Table 5: Dragon Information by Age or the standard psionic guidelines for the dragon race.

Note that *The Complete Psionics Handbook* is needed to adequately run a dragon-psionicist PC. Many of the concepts referred to in this kit description come from this important rules supplement.

Requirements: Minimum ability scores for this kit are Constitution 11, Intelligence 12, Wisdom 15. Alignment must be nonchaotic.

Role: The dragon-psionicist prides itself on its self-reliance. Coming to know and depend on its own inner strength gives this dragon a balanced perspective and a confident frame of mind. In an adventuring group, the dragon-psionicist takes the role of quiet mediator, working to bring the balance it knows to the group and striving to form a team.

All dragons who become psionicists must be of nonchaotic alignment. Even the normally chaotic crystal and topaz dragons who become psionicists must give up their chaotic tendencies and shift alignment to accommodate the required discipline.

All dragon-psionicists have access to these additional nonweapon proficiencies listed on Table 11 in *The Complete Psionics Handbook*: harness subconscious, hypnosis, rejuvenation, and meditative focus.

Combat Proficiencies: A hatchling dragon-psionicist starts with the claw attack as a bonus proficiency. It receives one fewer initial combat proficiency than what is listed on Table 11: Dragon Proficiency Slots. For example, an emerald dragon-psionicist would get its bonus combat proficiency plus three more instead of the usual four.

Noncombat Proficiencies: *Bonus*—racial language, racial bonus (see *Book One*, Chapter Two), psioncraft. *Required*—kindredbond (by 4th level). *Recommended (at hatching)*—danger sense, direction sense, languages (High Draconic), observation, survival, swimming. *Recommended (after 1st level)*—harness subconscious, hypnosis, meditative focus, rejuvenation, languages (modern), navigation, weather sense.

Equipment: None to start with. Later, a dragon-psionicist is restricted to items usable by a creature of its size and dexterity. What it places in its hoard, however, is unrestricted.

Special Benefits: In addition to the bonus claw attack combat proficiency and the bonus psionicist noncombat proficiency (received upon achieving 1st level), a dragon-psionicist starts with one item in its bonded hoard.

The dragon-psionicist gains and casts psionic abilities as any other psionicist class PC, using the dragon-psionicist power progression. The number of psionic points a dragon-psionicist receives at each age category is equal to 10% of the number of PSPs in the *Monstrous Manual* or *MONSTROUS COMPENDIUM*® dragon listing. Thus, a 1st-level emerald dragon-psionicist has a base of 18 PSPs ($180 \div 10 = 18$). The ability modifiers given in *The Complete Psionicists*

Handbook do not apply to dragon-psionicists. This kit is not restricted to the sciences, disciplines, and devotions available to its dragon type.

Special Hindrances: Dragon-psionicists lose the standard dragon innate spellcasting ability outlined on Table 5: Dragon Information by Age (Specific), and also the standard gem dragon psionic abilities. They have no access to wizard or priest spells.

Members of this kit receive one fewer initial combat proficiency than the number listed on Table 11: Dragon Proficiency Slots.

To reach every fourth age category, the dragon-psionicist must have in its hoard scrolls totaling at least 200 XP per age category and one or more "living" *ioun stones*: 4th, one stone; 8th, two stones; 12th, three stones. The *stones* must be of different types. Thus, to reach great wyrm age, the dragon must have 2,400 XP in scrolls and six different *ioun stones*.

Wealth Options: See the introduction to "Kit Descriptions" for details.

Table 25 outlines the powers available to a dragon-psionicist at a given level.

Table 25: Dragon-Psionicist Power Progression*

Level	Total Dis.	Total Sci.	Total Dev.	Defense Modes
1	1	1	2	1
2	2	1	4	1
3	2	2	6	2
4	3	2	8	2
5	3	3	10	3
6	3	3	12	3
7	4	3	14	4
8	4	4	16	4
9	4	4	18	4
10	4	4	19	5
11	5	4	20	5
12	5	5	21	5

* The dragon gets 10% of its PSP total per level. An amethyst great wyrm has 300 PSPs.

Kindred Demihuman Kits

A number of kits can be used when creating a kindred demihuman PC. Note that these kits apply to a demihuman's particular race and cannot be used by members of a different race. The DM may restrict or deny access to any or all of these kits. All kindred demihumans must take the kindredbond proficiency. In addition to these kits, all kindred demihumans have access to the Dragon Rider kit (below).

From *The Complete Book of Dwarves*: (Warrior) Animal Master, Clansdwarf, Hearth Guard, Battlerager, Highborn, Sharpshooter; (Priest) Ritual Priest; (Thief, Warrior/Thief) Diplomat, Entertainer, Locksmith, Pest Controller, Trader, Vermin Slayer, Wayfinder.

From *The Complete Bard's Handbook*: (Dwarf) Chanter, Herald, Skald; (Elf) Herald, Loremaster, Meistersinger, Minstrel; (Gnome) Herald, Jester, Jongleur, Riddlemaster.

From *The Complete Book of Elves*: (Warrior) Archer, Wilderness Runner; (Priest) Herbalist; (Fighter/Mage) War Wizard; (Fighter/Thief) Huntsman; (Mage/Thief) Elven Minstrel; (Fighter/Mage/Thief) Collector, Infiltrator.

From *The Complete Book of Gnomes & Halflings*: (Fighter) Breachgnome, Goblinsticker; (Priest) Rocktender, Treetender; (Illusionist) Imagemaker, Vanisher; (Thief) Mouseburglar, Tumbler; (Illusionist/Thief) Buffoon, Stalker.

Dragon Rider

The dragon rider is a kindred elf, dwarf, or gnome trained to work in total harmony with a dragon master. These demihumans do not control the dragons they ride. Instead, they serve as another set of eyes and ears for their dragons, suggesting tactics and warning against blindside attacks.

Requirements: Any demihuman fighter can be a dragon rider. Multiclassed fighters are also allowed, if they have Strength scores of 14 or better and Wisdom scores of 15 or better.



Role: Dragon riders are the true companions of their dragon masters. The bond between a dragon and a kindred dragon rider is even stronger due to the subtle and close working relationship the pair share.

To other vassals, dragon riders are true heroes. They take to the air without hesitation, riding atop their masters into whatever situation is at hand. As a team, a dragon and its kindred rider operate better and with greater skill than either can alone.

Though a dragon rider trains from the moment of bonding with the dragon master, the two cannot ride into battle until the dragon has reached the age of young adult. Before that it is too small and inexperienced to successfully work in tandem with its kindred.

Weapon Proficiencies: A dragon rider must spend initial slots on a long or short sword, a lance, and some sort of missile weapon.

Nonweapon Proficiencies: *Bonus*—riding, aerial (dragon specialization). *Required*—survival (in dragon's terrain type), kindredbond. *Recommended, general*—rope use, weather sense. *Recommended, warrior*—endurance, navigation, tracking.

Equipment: Dragon riders can wear any type of armor, but they do not carry shields. A dragon rider starts with a saddle specially designed for his or her dragon master, but must purchase armor and weapons.

Special Benefits: Dragon riders and their dragons gain a +1 bonus to attack rolls and Armor Class when fighting mounted. Also, when flying, the team has 360° vision, making it unlikely they will be surprised.

Special Hindrances: Both dragon and rider must have the kindredbond proficiency. Because of the close training and contact they share with their dragon masters, dragon riders suffer a -1 penalty to attack rolls (only) when they fight unmounted.

Wealth Options: Dragon riders start play with 4d4 × 10 gold pieces with which to purchase equipment.

Half-Dragon Kits

Half-dragon PCs can use any kit allowed their demihuman race, *except* the dragon rider kit. From *The Complete Book of Humanoids*, the following may be selected: (Warrior) Sell-sword, Wilderness Protector; (Wizard) Hedge Wizard, Humanoid Scholar, Outlaw Mage; (Priest) Oracle, War Priest, Wandering Mystic; (Rogue) Scavenger, Tramp. Two new kits are described here as well.

The Exile

The exile is a half-dragon who has been cast out of the vassal community into which he or she was born. Early in life, evidence began to mount hinting at the half-dragon's mixed heritage. By the time other characters are ready to begin adventuring, the half-dragon has been shunned and banished from his homeland. Forced to fend for himself, he becomes a self-reliant wanderer.

Requirements: Any half-dragon can be an exile, though exiles are usually thieves. Exiles are typically neutral or chaotic.

Role: Exiles wander the isles. They fear the repercussions that come with being a recognizable half-dragon, for such beings are generally loathed by both sides of their genetic heritage. Sometimes the fear is held at bay by hope, for exiles desperately wish for a community to accept them. Many also carry deep hatred for those who banished them and for the dragons who produced them.

A half-dragon exile never stays in one place too long, for eventually his or her true nature is revealed. Most exiles perform odd jobs, carry news from location to location, steal, and do anything else it takes to survive.

Not all communities display fear and hatred toward exiles, but most do. The Council and its custodians sometimes seek out half-dragon exiles to perform special missions. While no exile enjoys being used, most will take on this kind of work in lieu of stealing or remaining alone.

Weapon Proficiencies: An exile usually selects weapons much different from the traditional weapons of its demihuman parent.

Nonweapon Proficiencies: *Bonus*—survival. *Required*—none. *Recommended, general*—direction sense, fire-building, fishing, weather sense. *Recommended, warrior*—endurance, hunting, running. *Recommended, rogue*—juggling.

Equipment: Exiles can use any weapons, armor, and equipment suitable to their class.

Special Benefits: Exiles receive one additional nonweapon proficiency slot to fill when they are first created. Those who have thieving skills also receive an additional 15 discretionary points to distribute at creation.

Special Hindrances: Because of the universal dislike of half-dragons—and especially exiles—members of this kit receive a -3 penalty to encounter reactions when dealing with NPCs.

Wealth Options: Exiles start play extremely poor. They receive only 3d6 gold pieces with which to purchase equipment.

The Ward

The ward is a half-dragon who has a dragon patron. This patron provides the ward with wealth, a place to live, and tasks to perform. Some patrons provide assistance without ever revealing themselves. Others are known to the wards, but the relationship is kept secret from others. Patrons provide help, perhaps because they are responsible for the half-dragon's birth or perhaps because it gives them a tool to use.

Requirements: None.

Role: When wards are openly accepted by their patrons, they have a place in the patron's clan. They are tolerated by the rest of the community for work purposes but shunned socially. Some wards are helped in secret; these wander from place to place, though they do so with better resources than exiles.

Weapon Proficiencies: A ward can select any weapon available to its class.

Nonweapon Proficiencies: *Bonus*—etiquette. *Required*—none. *Recommended, general*—artistic abil-

ity, dancing, riding (land-based), seamanship, swimming. *Recommended, priest*—ancient history, engineering, healing, reading/writing. *Recommended, warrior*—endurance, hunting, running. *Recommended, rogue*—appraising, gem cutting, juggling, musical instrument. *Recommended, wizard*—spellcraft.

Equipment: A ward can use any weapons, armor, and equipment suitable to its class.

Special Benefits: Wards have access to the wealth and knowledge of their patrons. This does not mean that they will be provided with unlimited funds and supplies, but they will receive aid when they most need it, seldom more than once per year.

Special Hindrances: Because of the universal distaste exhibited toward half-dragons, members of this kit receive a -1 penalty to encounter reactions when dealing with NPCs.

Wealth Options: Wards start play with $5d6 \times 10$ gold pieces to purchase equipment.

Human Kit Dragon Slayer

The dragon slayer is a human warrior specially trained to battle dragons. In the *Council of Wyrm*s setting, these warriors consider themselves to be on a holy mission for Io's avatar. They worship the dragon god, but hate all mortal, imperfect dragons.

In the *Council of Wyrm*s setting, dragon slayers work best as NPC villains. If a DM uses them in other AD&D game settings, dragon slayers can lose the religious overtones and simply be dedicated to battling evil dragons.

Requirements: The character *must* be human. The following minimum ability scores are required: Strength 14, Intelligence 10, and Constitution 12.

Role: Dragon slayers wear special armor designed to protect them from the weapons of dragons—claws, teeth, and breath. The armor resembles the great wyrm in many ways, for its design was inspired by Io's avatar.

Dragon slayers are dedicated to one goal—the eradication of dragonkind, which they believe are heinous creations. They study dragons intensely,

learning all they can about their foes.

Weapon Proficiencies: The traditional weapons of a dragon slayer are the long sword and other weapons that inflict great damage to large creatures. These include the heavy and medium horse lance, awl pike, bardiche, glaive-guisarme, spetum, bastard sword, two-handed sword, and trident.

Nonweapon Proficiencies: *Bonus*—dragon lore, tracking (dragon). Also, the dragon slayer can speak one dragon family language (chromatic, gem, or metallic) *Required*—none. *Recommended, general*—direction sense, riding (land-based), seamanship. *Recommended, warrior*—armorer, bowyer/fletcher, hunting, set snares, survival.

Equipment: Dragon slayers refuse to use any armor except the special armor their kit uses. Otherwise, they use any warriors' equipment.

Dragon slayers start play with specially crafted armor. At 4th level, the armor develops an enchantment due to a long-standing pact with Io. When the dragon slayer battles dragons, the armor glows, becoming *plate mail +1*. Once per level, the dragon slayer can attempt a quest to increase the enchantment of the armor. The maximum possible protection is *+5*.

At some time in his career, the dragon slayer seeks to gain a magical weapon specially enchanted against dragons (such as a *sword +2, dragon slayer*).

Special Benefits: Dragon slayers get the following special benefits.

- **Fear immunity:** Dragon slayers are immune to the effects of dragon fear.
- **Attack bonus:** Dragon slayers gain a *+2* bonus to attack rolls against all dragons, and a *+4* bonus against one dragon type studied most.
- **Damage bonus:** When fighting dragons, the dragon slayer gets a damage bonus equal to his or her level. Thus a 4th-level dragon slayer receives a damage bonus of *+4*.
- **Breath weapon defense:** Dragon slayers save vs. dragon breath weapons for half damage or none. A successful saving throw negates any special side effects of the breath.

• **Mount:** The dragon slayer is accompanied by a mount of heroic proportions, either a war horse or a flying mount. As long as the slayer is with it, the mount receives the following special benefits: fear immunity, attack bonus, and breath weapon defense.

Special Attacks: The dragon slayer selects these one at a time, at 1st, 4th, and 7th levels. They can be used only against dragons. All of these attacks must be announced at the beginning of the round that they are made.

- **Wing attack:** Aimed at the dragon's wing muscles, this attack has a *-3* penalty. In addition to damage, the hit will ground the dragon for 1 round per point of damage inflicted.

- **Breath stun:** Aimed at the dragon's gullet, this attack tries to disable a dragon's breath weapon. It is made at a *-4* penalty. If successful, the dragon takes damage and cannot use its breath weapon for 1 round per point of damage inflicted.

- **Great blow:** The dragon slayer puts everything he has into this blow, which can be aimed anywhere on a dragon's body. The dragon slayer states how many hit points he is expending and rolls an attack at a *-4* penalty. If he hits, the dragon takes the damage caused by the weapon and accumulated modifiers, plus the additional damage points expended by the dragon slayer. Regardless of the attack's outcome, the slayer loses that many hit points.

Special Hindrances: Their training and dedication means dragon slayers often abandon other activities to engage dragons over other foes at the first reasonable opportunity.

The enmity that exists between dragon slayers and dragons gives dragon slayers a *-4* penalty on all encounter reactions with dragons.

Dragon slayers use the Ranger/Paladin experience table (Table 14 in the *Player's Handbook*).

Wealth Options: Dragon slayers start play with $5d4 \times 10$ gold pieces with which to purchase miscellaneous equipment, their special armor, and a weapon (typically a long sword).

Council of Wyrms Card 7: Important Characters of the Io's Blood Isles



Mykell the Great Wyrm

Mykell the Great Wyrm is the Grand Custodian of the Council of Wyrms. She oversees the activities of the other custodians and their young dragon charges, administers the upkeep and maintenance of the Council Aerie, and presides over all Council meetings. For more information about Mykell, see *Book Two: Campaign*.

Mykell, Female Amethyst Great Wyrm: AL N; AC -12; MV 12, Fl 40 (C), Sw 12; HD 22; hp 152; THAC0 -2; #AT 3; Dmg 1d10/1d10/5d6; SA +12 to physical attack damage, breath weapon (2d8+12); SD immune to poisons, magical force attacks, and magical force effects; SZ G (12' body, 95' tail); ML 18. Str 16, Dex 14, Con 13, Int 17, Wis 13, Cha 18.

Special Abilities: Communicate with any intelligent creature 78%, spells and magical abilities at 21st level.

Innate Abilities: water breathing, cloud walk, water walking (6 times/day), neutralize poison (6 times/day), shapeshape (3 times/day), Otiluke's resilient sphere (3 times/day), reflecting pool (once/day), control weather (once/day).

Combat Proficiencies: Aerial combat, breath weapon, claw /claw/bite, dragon flight, plummet, roll, snatch, stall, tail slap, wing buffet.

Noncombat Proficiencies: Ancient history, appraising, astrology, debate, etiquette, healing, kindred bond, languages (high draconic, gem, metallic, chromatic), local history, mining, psioncraft, reading/writing, religion, rulership, spellcraft (wizard, priest).

Innate Spells (Wizard): 1st—detect undead, light; 2nd—misdirection, spectral hand; 3rd—gust of wind, wind wall; 4th—fumble, polymorph self; 5th—dismissal, teleport; 6th—geas, true seeing.

Innate Spells (Priest): 1st—cure light wounds, locate animals and plants; 2nd—know alignment, silence, 15' radius; 3rd—call lightning, remove curse; 4th—cure serious wounds, tongues; 5th—flame strike, raise dead; 6th—aerial servant, heal.

Psionic Summary: PSPs 250; Level 22; Disciplines—psychokinesis, psychometabolism, telepathy; Sciences—telekinesis, complete healing, mindlink; Devotions—*inertial barrier, cell adjustment, contact, ESP, truthear*.

Elmoren, Elf Vassal

The elf vassal Elmoren serves the Custodians of the Council of Wyrms. Elmoren's chief task is the training and overseeing of the hatchling wards sent to the Council. He provides them with lessons and guidance as they grow from hatchlings to juvenile dragons.

Elmoren takes his job very seriously. He believes that it is his great honor and duty to train the next generations of dragons. He believes very strongly in the edicts of the Council, and spends his free time studying at the side of Mykell, the Grand Custodian.

Elmoren, Male Elf Fighter/Mage: AL CG; AC 4; MV 12; F6/M5; hp 24; THAC0 15; #AT 1; Dmg 1d10 (long sword); SA +1 to attack rolls; SD 90% resistant to sleep and charm spells; SZ M (5'7"); ML 14. Str 15, Dex 17, Con 11, Int 15, Wis 11, Cha 16.

Spells (Wizard): 1st—detect magic, feather fall, magic missile, message; 2nd—levitate, wizard lock; 3rd—fireball.

Fireclaw, Red Hatchling

Fireclaw hatched from her egg the same time as the dragon PCs. She is as stubborn and self-important as all red dragons, but the Council custodians hope to teach her to respect and get along with her fellow wards. She serves as an important NPC who will argue with, compete with, and ultimately become fast friends with the dragon PCs.

Fireclaw, Female Red Dragon Hatchling: AL CE; AC 0; MV 9, Jp 3; HD 9; hp 52; THAC0 12; #AT 2; Dmg 1d10/1d10 (claw/claw); SA +1 to damage rolls; SD immune to fire; SZ L (9' body, 4' tail); ML 17. Str 12, Dex 14, Con 13, Int 12, Wis 8, Cha 9.

Combat Proficiencies: Claw /claw, dragon flight, snatch.

Noncombat Proficiencies: Hunting, language (chromatic dragon), language (High Draconic).

Council of Wyrm's Card 8: Important Characters of the Io's Blood Isles



Adventure

Deathstream the Old

The old male black dragon Deathstream rules Clan Blackmoon. To stave off the advances of Clan Mire, Deathstream has made an alliance with the dracolich Infernis. With the aid provided secretly by Infernis, Clan Blackmoon has begun to prosper. Wealth and territory have been increasing at a significant rate, causing the dominates of Blackmoon to finally take notice of their dragon lord.

Deathstream fears the dracolich, but he fears losing his newfound status and power even more. He feels that this alliance is for the good of his clan, and he will honor it by doing Infernis's will—at least until his clan is able to stand without Infernis's added power.

Deathstream is an old black dragon of modest power. He is as abusive and quick to anger as other black dragons, species, often ordering the deaths of dozens of vassals at a time to alleviate his violent temper.

Deathstream, Old Male Black Dragon: AL CE; AC -3; MV 12, Fl 30 (C), Sw 12; HD 16; hp 94; THAC0 5; #AT 3; Dmg 1d6/1d6/3d6; SA +8 to physical attack damage, breath weapon (16d4+8); SD immune to acid; SZ G (62' body, 50' tail); ML 16. Str 14, Dex 11, Con 12, Int 11, Wis 7, Cha 12.

Special Abilities: Communicate with any intelligent creature 50%, spells and magical abilities at 13th level.

Innate Abilities: water breathing, darkness 80' radius (3 times/day), corrupt water (once/day), plant growth (once/day).

Combat Proficiencies: Breath weapon, claw/claw/bite, dragon flight, kick, plummet, roll, snatch, stall, tail slap, wing buffet.

Noncombat Proficiencies: Alertness, danger sense, intimidation, kindredbond, languages (metallic, chromatic), spellcraft (wizard).

Innate Spells (Wizard): 1st—*affect normal fires, charm person, chill touch, detect magic, friends, identify, magic missile, phantasmal force, sleep*.

Kuniff Dell, Gnome Kindred

The deadly, sadistic gnome Kuniff Dell is the kindred to Deathstream. As kindred to the dragon lord, Kuniff commands all of the vassals of Clan Blackmoon. While he follows his lord's dictates without question, Kuniff has no love for the vile Infernis. In truth, the gnome fears the dracolich, and has on more than one occasion thought about revealing its presence to the Council of Wyrm's. Thus far, Kuniff has kept his lord's secret. That, however, may change if the gnome can find the courage to defy both his master and the undead dragon.

Kuniff Dell, Male Gnome Dragon Rider: AL NE; AC 5; MV 6; F8; hp 61; THAC0 13; #AT 3/2; Dmg 1d6+2 (*short sword*+2); SA +1 vs. kobolds, goblins; SD +3 save vs. poison, rod/wand/stave, spells; SZ S (3'6"); ML 13. Str 14, Dex 15, Con 12, Int 14, Wis 8, Cha 11.

Infernus the Dracolich

Infernus, once a venerable red dragon and lord of Clan Magma, is now a terrible dracolich with designs on ruling all of Io's Blood. He currently commands the black dragons of Clan Blackmoon through Lord Deathstream. The next clan on his list is Jagtail. He has a hunger for power and a thirst for revenge—revenge against Clan Baraster and all the dragon clans. All will bow to Infernis—or all will be destroyed!

Infernus died during the last dragon war, but death did not end his evil career. Through his own power and the power of his wizard vassals, he slowly returned as a dracolich.

Infernus the Dracolich: AL CE; AC -11; MV 9, Fl 30 (C), Jp 3; HD 21; hp 145; THAC0 0; #AT 3; Dmg 1d10/1d10/3d10 (claw/claw/bite); SA +10 damage to all physical attacks, 2d8 points of chilling damage with each hit (save vs. paralyzation or paralyzed 2d6 rounds), breath weapon once every three combat rounds (damage 20d10+10); SD immune to charm, fire, sleep, enfeeblement, polymorph, cold, electricity, hold, insanity, and *death spells or symbols*; SZ G (160' body, 144' tail); ML 19. Str 19, Dex 13, Con 14, Int 16, Wis 11, Cha 13.

Special Abilities: Communicate with any intelligent creature 66%, spells and magical abilities at 15th level.

Innate Abilities: *Affect normal fires* (3 times/day), *pyrotechnics* (3 times/day), *heat metal* (once/day), *suggestion* (once/day), *hypnotism* (once/day), *detect gems* (3 times/day), *undead control* (once/3 days).

Innate Spells (Wizard): 1st—*magic missile, spider climb*; 2nd—*darkness 15', mirror image*; 3rd—*lightning bolt, spectral force*; 4th—*magic mirror*.

Innate Spells (Priest): 1st—*pass without trace*.

Council of Wyrms Card 9: Encounter Tables

Roll 1d8+1d12 to generate an encounter on these tables.



Adventure

Arctic (Plain)

- 2 Giant, frost
- 3 Dragon, amethyst
- 4 Dragon, crystal
- 5 Dragon, white
- 6 Basilisk, lesser
- 7 Wolf, winter
- 8 Behir
- 9 Mammal, herd
- 10 Wolf
- 11 Bear, polar
- 12 Vassal (see subtable)
- 13 Hobgoblin
- 14 Troll, ice
- 15 Human
- 16 Remorhaz
- 17 Toad, ice
- 18 Cryohydra
- 19 Cryohydra
- 20 DM Special

Arctic Mountain

- 2 Galeb duhr
- 3 Dragon, white
- 4 Dragon, amethyst
- 5 Behir
- 6 Bear, cave
- 7 Wolf
- 8 Mammal, herd
- 9 Vassal (see subtable)
- 10 Kobold
- 11 Bugbear
- 12 Ogre
- 13 Wolf, winter
- 14 Giant, ettin
- 15 Yeti
- 16 Remorhaz
- 17 Human
- 18 Troll, ice
- 19 Gargantua, humanoid¹
- 20 DM Special

¹ Arctic gargantua humanoids are like yetis, and have yeti special abilities.

² Arctic vampires mist drains heat instead of blood.

³ It is rumored that these hags create and can control crystal oozes and white puddings.

⁴ These cave fishers are intelligent. They take slaves, which they sell to the aboleths. (Aboleths live so deeply underground that not much is known of them. Although the surface world ignores them, they are plotting conquest. Secretive and manipulative, they are currently working through the drow.)

Arctic Sea/Cast

- 2 Troll, marine scrag
- 3 Water weird/Remorhaz
- 4 Giant, frost (ship/land)
- 5 Dragon, topaz or crystal
- 6 Dragon, amethyst or white
- 7 Sea lion
- 8 Narwhal/Bear, polar
- 9 Vassal (ship/land; see subtable)
- 10 Fish/Bugbear
- 11 Shark/Hobgoblin
- 12 Dolphin/Wolf
- 13 Whale/Wolf, winter
- 14 Hippocampus/Troll, ice
- 15 Octopus, giant/Cryohydra
- 16 Mist, vampiric²
- 17 Morkoth/Human
- 18 Crystal ooze/White pudding
- 19 Hag, annis³
- 20 DM Special

Arctic Subtropical

- 2 Deepspawn
- 3 Carrion crawler
- 4 Myconid
- 5 Dragon, white
- 6 Cave fisher⁴
- 7 Dwarf, duergar
- 8 Toad, ice
- 9 Fungus (see subtable)
- 10 Cryohydra
- 11 Quaggoth⁵
- 12 Troll, ice
- 13 Spider, giant or sword
- 14 Giant, ettin
- 15 Umber hulk
- 16 Otyugh
- 17 Shadow⁶
- 18 Worm, purple
- 19 Mist, vampiric²
- 20 DM Special

⁵ These quaggoths are immune to all cold-based attacks. They know some dragon slayer special attacks, such as wing and breath stun. One quaggoth trick is to throw pots of brown mold at the enemy.

⁶ At least one group of duergar worship the shadows, who may in turn be led by the dracolich Infernis. Shadows of double or even triple Hit Dice are known. The latter hit for 3d4+3 points of damage and drain 2 points of Strength.

Temperate Plains

- 2 Bulette
- 3 Gargantua, insectoid
- 4 Dragon, traveler (see subtable)
- 5 Manticore
- 6 Lion, spotted
- 7 Hobgoblin⁷
- 8 Wemic⁸
- 9 Boar, wild
- 10 Vassal
- 11 Mammal, herd
- 12 Dog, wild/worg
- 13 Ankheg
- 14 Giant, hill/Skeletal warrior⁹
- 15 Horse, wild
- 16 Troll
- 17 Dragon, gold
- 18 Human nomads
- 19 Half-dragon
- 20 DM Special

Temperate Forests

- 2 Unicorn
- 3 Treant
- 4 Ettercap
- 5 Choke creeper
- 6 Bear, black
- 7 Dragon, green
- 8 Giant, firbolg¹⁰
- 9 Vassal (see subtable)
- 10 Mammal, herd
- 11 Bugbear
- 12 Ogre
- 13 Spider, giant
- 14 Wolf, dire/Worg
- 15 Centaur
- 16 Owlbear/Satyr
- 17 Dragon, amethyst
- 18 Nymph/Dryad
- 19 Spider, gargantuan
- 20 DM Special

⁷ Hobgoblins and wemics often war with each other. The hobgoblins smelt iron while the wemics use bronze, or such iron weapons as they can take.

⁸ In the Weeping Plains only. Skeletal warriors are immune to dragon breath and may (50%) have dragon slayer special abilities.

⁹ These are of neutral evil alignment.

Encounter Tables, continued



Temperate Hill
2 Gargantua, reptilian
3 Bulette
4 Troll
5 Bugbear
6 Kobold
7 Wolf/worg
8 Gnoll
9 Mammal, herd
10 Goblin ¹
11 Vassal (see subtable)
12 Hobgoblin
13 Ogre
14 Giant, hill
15 Chimera
16 Beetle, boring
17 Toad, giant
18 Spider, giant ²
19 Basilisk, greater
20 DM Special

Temperate Sea/Coast
2 Morkoth/Vodyanoi, saltwater ³
3 Dragon, bronze
4 Dragon, topaz
5 Hydra ⁴
6 Elf, aquatic/Sirine
7 Kaolynth/Hobgoblin
8 Crab, giant
9 Dolphin/Vassal (see subtable)
10 Fish/Vassal (see subtable)
11 Troll, marine scrag ⁵
12 Eel, giant/Ogre
13 Sea lion
14 Sea snake/Giant, fog
15 Giant, frost or fire
16 Octopus, giant/Hag, sea
17 Whale/Hag, sea
18 Squid, giant/Giant, reef ⁶
19 Kraken/Bulette
20 DM Special

Badland
2 Half-dragon
3 Human
4 Basilisk, greater
5 Pyrohydra ¹²
6 Toad, giant or poisonous
7 Lizard, fire or minotaur
8 Lizard, giant
9 Dragon, copper
10 Manticore
11 Manscorpion
12 Spider, huge or giant
13 Giant, hill
14 Vassal
15 Troll
16 Troll, giant
17 Gorgon
18 Hag, greenhag
19 Gargantua, reptilian
20 DM Special

Temperate Mountain
2 Gargantua, insectoid
3 Dragon, amethyst
4 Dragon, gold
5 Giant, cyclops ⁷
6 Giant, mountain
7 Troll, two-headed ⁸
8 Bear, cave
9 Vassal (see subtable)
10 Bugbear
11 Giant, hill
12 Ogre ⁹
13 Hobgoblin
14 Troll ¹⁰
15 Griffon
16 Chimera
17 Wyvern ⁴
18 Will'o wisp
19 Aurumvorax
20 DM Special

Temperate Subterranean
2 Aboleth ⁹
3 Dragon, bronze or green
4 Cave fisher ¹⁰
5 Carrion crawler
6 Toad, poisonous
7 Bugbear
8 Ogre
9 Vassal (see subtable)
10 Fungus
11 Dwarf, duergar ¹¹
12 Spider, giant or huge
13 Myconid
14 Ooze (see subtable)
15 Elf, drow
16 Shadow ¹¹
17 Xorn
18 Worm, purple
19 Hydra
20 DM Special

Desert
2 Pudding, dun
3 Hatori, greater
4 Human
5 Scorpion, huge
6 Snake, giant poisonous ¹³
7 Dragon, blue
8 Dragon, brass
9 Hatori, lesser
10 Beetle, fire
11 Vassal
12 Manscorpion ¹⁴
13 Thri-kreen ¹⁴
14 Lizard, giant or fire
15 Hell hound ¹⁵
16 Goblin or hobgoblin
17 Troll, desert
18 Spider, giant
19 Giant, desert
20 DM Special

¹ Hill goblins ride giant spiders. They use weak poisons on their weapons (poisoned creatures are -1 to -4 on their attack rolls).

² These reclusive and pacifistic giants are rumored to forge magical weapons without peer.

³ Mountain trolls are faultless trackers.

⁴ The mountain ogres tame and ride wyverns. They arm themselves with bows (long bows allowing Strength bonus).

⁵ Saltwater vodyanoi have 16 HD, and attack for 2d10+2/2d10+2/ 2d10.

⁶ At sea, aquatic versions exist. These may have 16 hit points per head.

⁷ Two-headed scrags are 30% likely, (two-headed trolls with scrag special abilities).

⁸ These are of evil alignment.

⁹ Aboleths live so deeply underground that not much is known of them. Although the surface world ignores them, they are plotting conquest. Secretive and manipulative, they are currently working through the drow.

¹⁰ These cave fishers are intelligent. They take slaves, which they sell to aboleths.

¹¹ At least one group of duergar worship the shadows, who may in turn be led by the draconic Infernus. Shadows of double or even triple Hit Dice are known. The latter hit for 3d4+3 points of damage and drain 2 points of Strength.

¹² Huge pyrohydras (16 hit points per head) are known to exist.

¹³ These snakes spit 30'. The poison is paralytic. Snakes of up to double size are common (8+4 HD, Dmg 1-6, spit 60').

¹⁴ The manscorpions and thri-kreen are traditional enemies; the hobgoblins trade with and are raided by both sides. Such petty squabbling is beneath draconic notice.

¹⁵ A native species of neutral alignment resembling hell hounds, often allied with hobgoblins.

Council of Wyrms Card 10: Encounter Tables

Roll 1d8 + 1d12 to generate an encounter on these tables.

Tropical Swamp
2 Half-dragon
3 Human
4 Toad, poisonous
5 Plant, dangerous, retch
6 Dragon, black
7 Vassal (see subtable)
8 Yuan-ti ¹
9 Frog, giant
10 Lizard, giant/Hydra
11 Lizard man ²
12 Bullywug ³
13 Crocodile, giant
14 Snake, giant const. or pois. ⁴
15 Behir
16 Swamp worm ⁵
17 Strangleweed vines ⁶
18 Slug, giant
19 Gargantua, reptilian
20 DM Special

Tropical Hill or Plain
2 Gorgimera ¹⁰
3 Human
4 Basilisk, greater
5 Lion, spotted
6 Dragon, emerald or sapphire
7 Dragon, black/Dracolisk
8 Ogre
9 Toad, fire
10 Mammal, herd
11 Vassal (see subtable)
12 Hobgoblin
13 Yuan-ti ¹
14 Gorgon/Chimera ¹⁰
15 Giant, fire
16 Dragon, traveler (see subtable)
17 Dragonne ¹⁰
18 Half-dragon
19 Gargantua, insectoid or reptilian
20 DM Special

Tropical jungle
2 Centipede, giant
3 Scorpion, giant
4 Human ⁷
5 Zombie, ju-ju ⁷
6 Beetle, rhinoceros
7 Snake, giant const. or pois. ⁴
8 Dragon, black
9 Vassal (see subtable)
10 Mammal, herd
11 Yuan-ti ¹
12 Plant (see subtable)
13 Giant, jungle
14 Spider, huge or giant
15 Dragonfly, giant ⁸
16 Spider, sword or gargantuan
17 Giant, fire
18 Dragon, traveler (see subtable)
19 Skeleton, warrior ⁹
20 DM Special

Tropical Mountain
2 Gargantua, insectoid
3 Basilisk, greater
4 Human
5 Dragon, silver or sapphire
6 Dragon, red or emerald
7 Spider, giant
8 Giant, cyclops ¹¹
9 Vassal (see subtable)
10 Mammal, herd
11 Giant, cyclopskin ¹¹
12 Hobgoblin
13 Troll ¹¹
14 Troll, two-headed ¹¹
15 Wyvern ¹¹
16 Half-dragon
17 Manticore ¹⁰
18 Galeb duhr
19 Gargantua, reptilian
20 DM Special

¹ At war with lizard men. They breed slowly but command more potent magic; also, they prey upon humans for "recruits."

² Advanced lizard men at war with the yuan-ti. Lizard man war priests are working on a way to control reptilian gargantua. They are generally beneath draconic notice.

³ Psionic bullywugs, these control and ride giant swamp worms. Protectors of nature (much like druids), they cultivate dangerous plants.

⁴ Often controlled by yuan-ti, who can grow them to double size.

⁵ Amphibious mottled worms, otherwise similar to purple worms.

⁶ Vines that hang from trees, otherwise similar to strangleweed. Exceptional vines might reach 8 or even 12 HD.

⁷ Some human jungle tribes turn their dead into ju-ju zombies to act as tribal guardians. Often, nonshaman males are killed at a certain age for this purpose. Other tribes ally with jungle giants.

⁸ Giant dragonflies swarm in the ninth month, making aerial travel dangerous.

⁹ On Firestorm only. Skeletal warriors are immune to dragon breath and may (50%) have dragon slayer special abilities.

¹⁰ The lion part of these creatures is spotted lion. Manticores are wise, but stingy and hard bargainers.

¹¹ The cyclopes and their kin are at war with the trolls. The trolls have tamed wyverns as aerial mounts.



Adventure

Tropical Subterranean
2 Aboleth ¹²
3 Otyugh
4 Neo-otyugh
5 Elf, drow
6 Dragon, sapphire
7 Dragon, black or bronze
8 Toad, fire
9 Fungus (see subtable)
10 Gnome, svirfneblin or spriggan ¹³
11 Bugbear
12 Mold man ¹⁴
13 Spider, giant or gargantuan
14 Ooze (see subtable)
15 Worm, purple
16 Shadow ¹⁵
17 Slug, giant
18 Umber hulk
19 Skeleton, monster
20 DM Special

Tropical Seaside
2 Morkoth/Gargantua, reptilian
3 Human
4 Dragon turtle
5 Dragon, silver or red
6 Dragon, bronze or black
7 Kuo-toa ¹⁶
8 Lizard man
9 Crustacean, giant
10 Fish/Vassal (see subtable)
11 Dolphin/Vassal (see subtable)
12 Troll, marine scrag
13 Shark/Wyvern
14 Giant, fire (ship/land)
15 Hydra ¹⁷
16 Whale/Tako
17 Squid, giant/Giant, reef ⁸
18 Octopus, giant/Hag, sea
19 Dragon traveler (see subtable)
20 DM Special

¹² Aboleths live so deeply underground that not much is known of them. They are currently working through the drow.

¹³ These subterranean spriggans, in small form, are indistinguishable from svirf-neblin.

¹⁴ No thornies.

¹⁵ Shadows of double or even triple Hit Dice are known. The latter hit for 3d4+3 points of damage and drain 2 points of Strength.

¹⁶ Nonsubterranean, able to function fully in bright sunlight.

¹⁷ At sea, aquatic versions exist. These may have 16 hit points per head.

¹⁸ These are of evil alignment.

Encounter Tables, continued



DM Special
01-07 Hoard thieves
08-09 Egg thieves
10-14 Giant raiders (frost or fire)
15-16 Human raiders
17 Dragon slayer
18-21 Chimera
22-24 Zombie, monster
25-27 Banshee
28 Dragon, amethyst
29 Dragon, black
30 Dragon, blue
31 Dragon, brass
32 Dragon, bronze
33 Dragon, copper
34 Dragon, crystal
35 Dragon, emerald
36 Dragon, gold
37 Dragon, green
38 Dragon, red
39 Dragon, sapphire
40 Dragon, silver
41 Dragon, topaz
42 Dragon, white
43 Beholder
44-45 Gorgimera
46 Dracolich
47-51 Dragonet, firedrake
52-54 Pyrohydra/Cryohydra
55-56 Lernaean hydra
57-66 Vassal patrol
67-70 Vassal war party
71-72 Hag, annis
73 Hag, greenhag
74 Dragon lord
75-82 Half-dragon
83-90 Plant, dangerous
91-92 Plant, intelligent
93-94 Roc
95-97 Skeleton, giant
98-99 Human wizard
00 Arcane

Ooze Subtable

01-30 Ochre jelly
31-60 Gray ooze
61-90 Pudding, black
91-00 Slithering tracker

If water is present, crystal ooze might be encountered instead. Any of these might reach double the normal size and damage potential; however, note that this will not affect damage inflicted by black puddings.

Patrolled Domain
2 Half-dragon
3 Dragon lord
4 Dragon, visitor
5 Dragon, raider
6 Dragon, vassal
7 Mammal, herd
8 Mammal, herd
9 Elf, kindred/vassal
10 Gnome, kindred/vassal
11 Dwarf, kindred/vassal
12 Vassal, other
13 Vassal, visitor
14 Vassal, raider
15 Ogre
16 Hobgoblin
17 Vassal patrol
18 Traveler
19 DM Special
20 DM Special

Patrolled domains are hexes containing a major settlement. If one hex from a settlement, use the Patrolled table on a 1d6 roll of 1, 2.

Vassal Subtable
01-30 Dwarf ¹
31-60 Elf ²
61-90 Gnome ³
91-00 Special ⁴

¹ Dwarf in mountain, gnome in subterranean.

² Elf in forest.

³ Unusual encounter of DM's choice; e.g., dwarf in forest, humanoid kindred or vassal, kindred of a known dragon.

Dragon Subtable
01-05 Gold
07-10 Silver
11-18 Bronze
19-25 Copper
26-30 Brass
31-37 Amethyst
38-41 Sapphire
42-51 Emerald
52-56 Topaz
57-60 Crystal
61-68 Red
69-75 Blue
76-81 Green
82-86 Black
87-90 White
91-00 DM Special/Known NPC

Fungus Subtable¹

01-25 Edible
26-28 Edible, but prevents breath weapon, 2-4 hours
29-32 Edible, causes nausea; -2 to attack rolls, 2-4 hours
33-35 Inedible, severe cramps; -4 to attack rolls, 1-6 hours
36-40 Cures 1d6 hp damage when eaten
41-42 Healing properties (requires herbism for proper use)
43-45 Allows <i>water breathing</i> , 6+1d6 turns
46-50 Phosphorescent, sheds <i>light</i> in a 10' radius; roll again, ignoring rolls over 45
51-65 Shrieker
66-70 Phycomid ²
71-75 Ascomid ²
76-80 Violet fungus ^{3,4}
81-95 Yellow mold ⁴
96-00 DM special

¹ The non-monster fungi will be rare types probably unknown to PCs. An herbism proficiency check may reveal their properties.

² In arctic regions, replace with brown mold. An 80% chance exists that a fungus that remedies ascomid or phycomid infection is nearby.

³ Shriekers are 75% likely to be also present. There is an 80% chance that a dragon will resist the rotting effect of this fungus strain, check before rolling the saving throw.

⁴ In tropics, replace with russet mold.

Plant Subtable

01-10 Mantrap
11-25 Retch plant
26-35 Thornslinger
36-45 Tri-flower frond
46-60 Yellow musk creeper ¹
61-70 Quickwood
71-85 Strangleweed vine ²
85-00 Special fruit ³

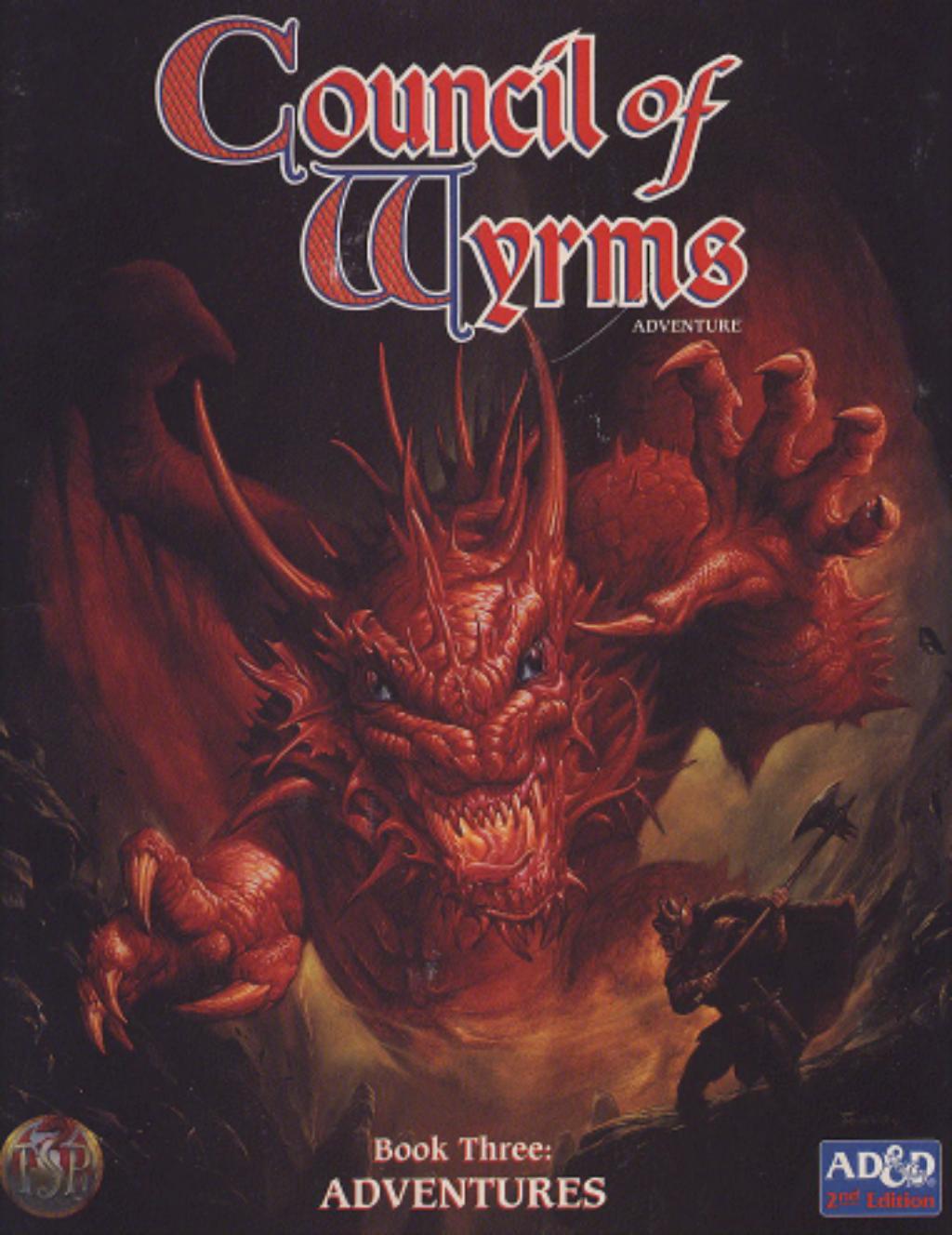
¹ Affects humanoids up to giant size.

² Vines that hang from trees; otherwise similar to strangleweed. Exceptional vines might reach 8 or even 12 HD.

³ Roll on the Fungus subtable, ignoring rolls over 50. Instead of phosphorescence, fruit has compelling scent; save vs. spell or eat.

Council of Wyrms

ADVENTURE



Book Three:
ADVENTURES



AD&D
2nd Edition



Council of Wyrms

Book Three: Adventures
by
Bill Slavicsek





Adventure One: Not the Draca

"Those foul creatures—those draca—are stealing the eggs of dragons! This outrage must not be allowed to continue . . . —Gibber, dragon wrangler

The first crack appeared along the inside of the shell, and muted light—brighter than anything the dragon babe had ever known—lanced into its dark, crowded world. The new creature pushed against the textured wall, lengthening the fissures and widening the light-filled breaks. It craved the light then, and fear rose inside it at the thought of remaining in the tight confines forever. Instinct took over, and it struggled madly to free itself. Untested limbs and still-furled wings fought to release themselves.

The dragon struggled to make its body obey its commands. Soft scales scraped across the shell's interior with a wet, grating sound as it worked to unfold its compacted form. It mewled in fear and anger when the confines did not yield. Clenched talons opened, splaying new, sharp claws. Jaws moved up and down as its head and neck stretched full and straight, straining against its imprisonment. The shell broke away, and the hatchling—triumphant—let out a roar to announce its arrival into the world.

Fresh from its egg and desperately hungry, the quivering creature searched the cavern with blurry eyes. It waited for the return roar of its draca, welcoming it to life. But there was no answering bellow. No draca—no mother. The only sound was a yelp of surprise, and that emerged in tandem with a belch of fetid breath from the thing standing some 20 feet away. Instinct again took hold, and the hatchling hissed.

Through its blurry, not-yet-focused eyes, the hatchling saw that the thing stood on two wide legs. It held a dragon egg in its two huge arms, and no wings sprouted from its back. The creature gibbered something the hatchling could not understand, and similar noises from elsewhere in the cavern responded. The hatchling understood only one thing:

That creature was definitely not its draca. . . .

Introduction

Books One and Two of this set describe how to create dragon player characters and provide some details about the world in





which these characters live. Now you need adventures for them to participate in—adventures that let them learn about their capabilities while giving them the opportunity to earn the experience they need to advance. **Adventure One: Not the Draca** and **Adventure Two: Color Blind** are specifically designed for beginning-level dragon PCs.

Not the Draca works great as the first adventure in all dragon PC campaigns. It pits a group of newborn hatchlings against thieves intent on stealing dragon eggs. How many 1st-level human and demihuman PCs would be enough to take on a small army of ogres—and how many would even consider such an enterprise? Well, as the players learn, it's all in a day's work for 1st-level dragon characters.

This adventure and the one that follows will help new players advance their dragon PCs and get a feel for playing the powerful creatures. When linked with the other adventures in this book, they form the basis for an ongoing campaign. DMs will want to round out their campaigns with a few adventures of their own, but this collection provides a significant framework to build upon.

Players must create hatchling PCs using the rules provided in this boxed set prior to beginning this adventure, which is designed to introduce four to six hatchlings to life as newborn dragons. DMs should encourage players to create a variety of dragon types. Table 9: Random Hatchlings is an excellent tool to ensure that each player doesn't choose to play a gold dragon or other powerhouse.

The DM is encouraged to read the adventure thoroughly before attempting to run it. Due to the limitations of space and the attempt to pack as many adventures into this book as possible, plenty of room remains for enthusiastic DMs to expand encounters, add scenes, and flesh out the presented adventures. This is recommended and heartily encouraged.

Overview

Deep in the hatchery chambers of the Council Aerie, a handful of eggs quiver. Tiny cracks perforate shells smooth and perfect only moments before. A clawed

talon emerges here, a tooth-filled snout there, and soon a group of newborn hatchlings struggle out of broken shells. Instead of being greeted by proud parents, council custodians, or vassals eager to begin their training, the hatchlings (all of various types) are welcomed into the world by foul ogres intent on robbing the hatchery!

Led by the powerful Krug Bonebreaker (recently bolstered by the success of his raids on the topaz and green clan hatcheries throughout the temperate islands), the ogres hope to strike it big in the Council Aerie. Krug is going for broke; he wants to steal as many different types of dragon eggs as the ogres can carry. They have secretly dug a tunnel into the hatchery and have only been waiting for Council business to end before proceeding.

As the adventure begins, the aerie is mostly deserted. A particularly grueling Council session has just ended, and members of both the Platform of Wyrms and the Platform of Dominates have departed to check in with their domains. A few custodians and vassals remain behind to clean up and prepare for the next session.

The moment is right for Krug and his gang to make their move. The precious stones and metals found within the eggs will bring huge profits from his frost-giant contacts to the north. Plus, Krug has developed a gruesome taste for the meat of unborn dragons.

With a gang of 14 ogres, three carts, and a simple plan (get into the hatchery, fill the carts to overflowing, and get out quickly and quietly), Krug is ready. For an ogre, Krug is fairly intelligent. He has actually thought of contingency plans for almost every possible scenario. The only thing that could throw him and his gang into chaos would be if a clutch of eggs suddenly hatched. Of course, that's just what happens!

The hatchling PCs emerge from their shells to discover unfamiliar creatures carting away unhatched dragon eggs. The hatchlings must adjust to the world outside their shells quickly, or the ogres will get away with a significant number of eggs. If the hatchlings decide not to stop the thieves, Krug will see them as weaklings and attempt to kidnap a few of them to sell as slaves to his frost-giant bosses.

The fate of many unborn dragons rests on the still-wet wings and untried claws of this clutch of newborn hatchlings. The first test of dragon life begins with the breaking of a shell...

Starting the Adventure

Not the Draca opens as dragon hatchlings see the world outside their shells for the first time. Initially there is only a warm, comfortable darkness. Then the first tiny jagged lines of light appear as their individual shells begin to crack. Have each hatching PC make a Constitution check to determine how long it takes the dragon babe to adjust to its new environment. If the check is successful, cross-reference the PC's base Constitution score with the first column on the Hatching Shock Duration Table (below) to determine the number of turns before the hatchling's vision clears and the other effects of hatching shock wear off. If the check fails, look at the second column. Note that these Constitution checks suffer the same penalties as all other checks until the shock wears off.

Hatching Shock Duration Table
(duration measured in turns)

Base Constitution	Successful Check	Failed Check
3	20	30
4-6	10	25
7-9	9	20
10-12	8	15
13-14	7	14
15	6	12
16	5	10
17	4	8
18	3	6
19	2	4
20+	1	2

In addition to determining the duration of hatching shock (the effects of which are described below), these checks also identify which hatchling (or hatchlings) first notices that there is someone other than newborn dragons roaming this hatchery

chamber. Read the following passage to the player (or players) whose hatchling PC rolled the best Constitution check (the lowest die roll):

Your vision remains blurry, and the bright light outside your shell nearly blinds you after spending long months in the dark confines of your egg. Still, you force your eyes to open wide as you look around for your draca—your mother—or some other dragon to welcome you into the world. For a moment, you can barely determine the difference between one blurred shape and the next. Then you focus on one image nearby.

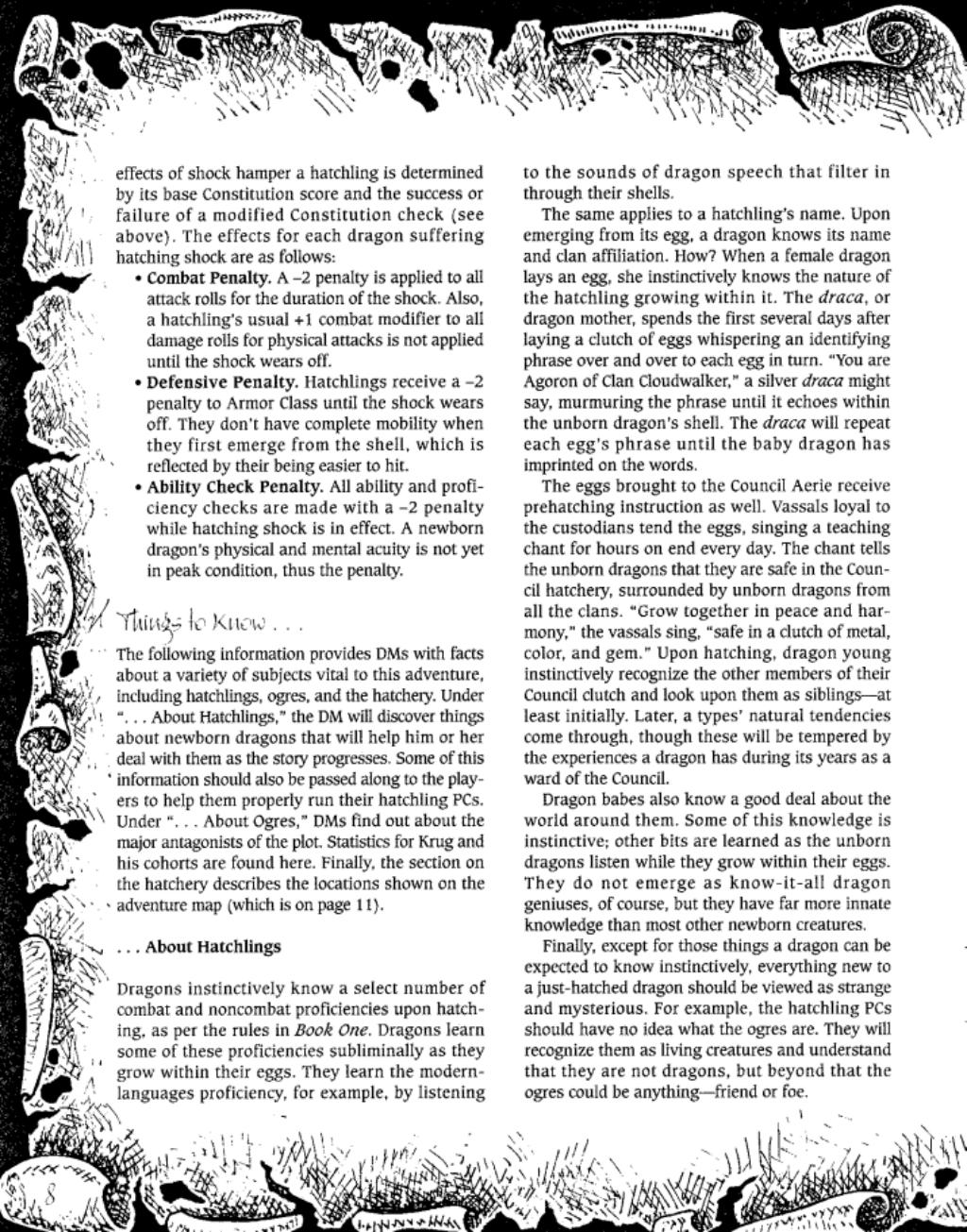
It is the shape of a large creature, but not the shape of a dragon. It stands upright on two legs, not down on four. No wings emerge from its back, no tail sweeps majestically behind it. It has long, greasy hair falling around a head that has no tapered snout. Its hide is a dull black-brown, covered by warts instead of scales. Whatever this creature is, it's not a dragon—but it carries an unhatched dragon egg!

One by one, the hatchlings notice the ogre. It watches them for a few moments, apparently fascinated by the hatching process. Then the ogre gently sets the egg it carries down on the cavern floor and moves to grab the smallest of the newborn hatchlings.

The adventure continues with "Event One: First Contact." Before proceeding to that portion of the adventure, you'll want to read through "Hatching Shock Effects" and "Things to Know" (below) for more details that will affect the way the adventure plays out.

Hatching Shock Effects

All new dragons suffer from an affliction called *hatching shock*. The trauma of breaking free of the shells that housed them for so long causes hatchlings to be disoriented for a time. Also, hatchlings need time to acclimate to the environment outside their eggs. They require a period of adjustment to get used to using senses and muscles that lay dormant throughout their incubation. How long the



effects of shock hamper a hatchling is determined by its base Constitution score and the success or failure of a modified Constitution check (see above). The effects for each dragon suffering hatching shock are as follows:

- **Combat Penalty.** A -2 penalty is applied to all attack rolls for the duration of the shock. Also, a hatchling's usual +1 combat modifier to all damage rolls for physical attacks is not applied until the shock wears off.
- **Defensive Penalty.** Hatchlings receive a -2 penalty to Armor Class until the shock wears off. They don't have complete mobility when they first emerge from the shell, which is reflected by their being easier to hit.
- **Ability Check Penalty.** All ability and proficiency checks are made with a -2 penalty while hatching shock is in effect. A newborn dragon's physical and mental acuity is not yet in peak condition, thus the penalty.

Things to Know . . .

The following information provides DMs with facts about a variety of subjects vital to this adventure, including hatchlings, ogres, and the hatchery. Under ". . . About Hatchlings," the DM will discover things about newborn dragons that will help him or her deal with them as the story progresses. Some of this information should also be passed along to the players to help them properly run their hatchling PCs. Under ". . . About Ogres," DMs find out about the major antagonists of the plot. Statistics for Krug and his cohorts are found here. Finally, the section on the hatchery describes the locations shown on the adventure map (which is on page 11).

. . . About Hatchlings

Dragons instinctively know a select number of combat and noncombat proficiencies upon hatching, as per the rules in *Book One*. Dragons learn some of these proficiencies subliminally as they grow within their eggs. They learn the modern-languages proficiency, for example, by listening

to the sounds of dragon speech that filter in through their shells.

The same applies to a hatchling's name. Upon emerging from its egg, a dragon knows its name and clan affiliation. How? When a female dragon lays an egg, she instinctively knows the nature of the hatchling growing within it. The *draca*, or dragon mother, spends the first several days after laying a clutch of eggs whispering an identifying phrase over and over to each egg in turn. "You are Agoron of Clan Cloudwalker," a silver *draca* might say, murmuring the phrase until it echoes within the unborn dragon's shell. The *draca* will repeat each egg's phrase until the baby dragon has imprinted on the words.

The eggs brought to the Council Aerie receive prehatching instruction as well. Vassals loyal to the custodians tend the eggs, singing a teaching chant for hours on end every day. The chant tells the unborn dragons that they are safe in the Council hatchery, surrounded by unborn dragons from all the clans. "Grow together in peace and harmony," the vassals sing, "safe in a clutch of metal, color, and gem." Upon hatching, dragon young instinctively recognize the other members of their Council clutch and look upon them as siblings—at least initially. Later, a types' natural tendencies come through, though these will be tempered by the experiences a dragon has during its years as a ward of the Council.

Dragon babes also know a good deal about the world around them. Some of this knowledge is instinctive; other bits are learned as the unborn dragons listen while they grow within their eggs. They do not emerge as know-it-all dragon geniuses, of course, but they have far more innate knowledge than most other newborn creatures.

Finally, except for those things a dragon can be expected to know instinctively, everything new to a just-hatched dragon should be viewed as strange and mysterious. For example, the hatchling PCs should have no idea what the ogres are. They will recognize them as living creatures and understand that they are not dragons, but beyond that the ogres could be anything—friend or foe.

... About Ogres

Krug Bonebreaker leads a gang of 14 ogres on a raid of the Council hatchery. They have stolen dragon eggs before, breaking into lairs in other domains to loot the riches stored within the leathery shells. These past successes have given Krug and his gang the courage to break into the aerie. With a lot of hard work, the ogres have dug a tunnel into one of the hatchery chambers. The tunnel is at location 5.

As leader, Krug is a powerful and relatively intelligent ogre. Standing nearly 10 feet tall, he is larger than most of his followers. Krug carries a huge club and wears a necklace of dragon scales around his thickly muscled neck. He is loaded down with pouches containing gems and gold (totaling 872 gp). He acts with cunning, planning how to best approach a situation where other ogres would simply charge in with fists flailing.

Krug Bonebreaker, Ogre Leader: Int Avg (10); AL CE; AC 3; MV 9; HD 7; hp 33; THACO 11; #AT 1; Dmg 8-18 vs. S/M (2d6+6) or 7-12 vs. L (1d6+6); SA +6 to damage; SZ L (10'); ML 12; XP 650.

The rest of the ogres are more or less typical of the species. They follow Krug's orders with few complaints because of the wealth and good eating his plans have brought them. A couple of the ogres are wary of dealing with frost giants on a regular basis, but they can't complain about the gold the giants shell out. One ogre is assigned to each of the three carts the gang has brought to the hatchery. The large wooden carts are 5 feet wide, 7 feet deep, and 12 feet long. The stout wheels are made of metal, as is the pull bar attached to each cart's front end. The ogres plan to fill the carts with dragon eggs and then sneak back out the way they came in. Each ogre carries a thick club and 1d6 gems worth 2d6 gp each. A few of the ogres also carry a handful of spears, as mentioned in the location descriptions.

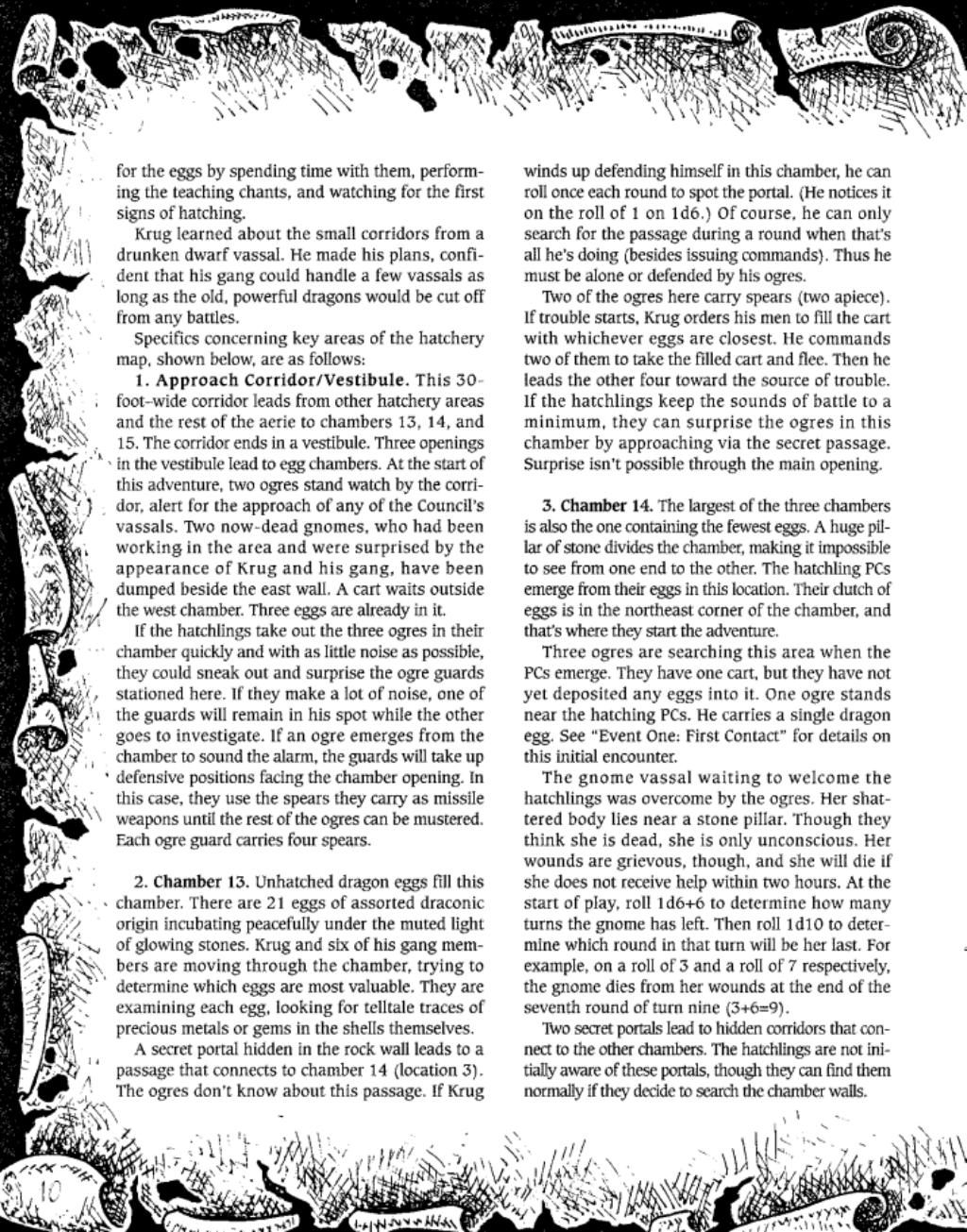
Ogres (14): Int Low (8); AL CE; AC 5; MV 9; HD 4+1; hp 27, 25, 24, 23, 23, 22, 21, 21, 16, 15, 14, 13, 12; THACO 15; #AT 1; Dmg (club) 7-12 vs. S/M (1d6+6) or 7-9 vs. L (1d3+6), (spear) 7-12 vs. S/M (1d6+6) or 7-14 vs. L (1d8+6); SA +6 to damage; SZ L (9'); ML 12; XP 270.

Krug and his gang believe they are ready for any misfortune that might befall them via the tunnels leading into the depths of the aerie. However, they never considered the possibility of having to face dragon hatchlings. At first, depending on the actions of the PCs, the ogres will see the hatchlings as potential sources of more riches. (The giants from beyond the isles are always in the market for young dragons to use as slaves.) Once the hatchlings start fighting in earnest, Krug takes their threat seriously and begins planning a proper response. He will use his men and the caves to best advantage, seeking to first subdue or kill the hatchlings so that his gang can finish loading their carts. If Krug loses more than six ogres to the claws and teeth of the baby dragons, he will order the rest of the gang to grab whatever eggs they can and retreat. If Krug goes down, the remaining ogres flee in panic—though they will defend themselves as they head for the exit tunnel.

... About the Hatchery

The hatchery snakes through a series of multilevel chambers in one corner of the Council Aerie. This particular adventure takes place in an isolated portion of the hatchery, not far from the aerie's outer wall. The three chambers (designated 13, 14, and 15 by the custodians) are much the same as other chambers in the hatchery. Each has been carved to resemble a natural cave, harkening back to the most ancient lairs of dragonkind. Stones enchanted with muted *continual light* spells illuminate the chambers with a warm glow. Soft grasses cover the hard rock floors, providing cushioning for the eggs.

With few exceptions, the corridors leading to them are too small for most dragons to traverse. It falls to the Council's demihuman vassals to care



for the eggs by spending time with them, performing the teaching chants, and watching for the first signs of hatching.

Krug learned about the small corridors from a drunken dwarf vassal. He made his plans, confident that his gang could handle a few vassals as long as the old, powerful dragons would be cut off from any battles.

Specifics concerning key areas of the hatchery map, shown below, are as follows:

1. Approach Corridor/Vestibule. This 30-foot-wide corridor leads from other hatchery areas and the rest of the aerie to chambers 13, 14, and 15. The corridor ends in a vestibule. Three openings in the vestibule lead to egg chambers. At the start of this adventure, two ogres stand watch by the corridor, alert for the approach of any of the Council's vassals. Two now-dead gnomes, who had been working in the area and were surprised by the appearance of Krug and his gang, have been dumped beside the east wall. A cart waits outside the west chamber. Three eggs are already in it.

If the hatchlings take out the three ogres in their chamber quickly and with as little noise as possible, they could sneak out and surprise the ogre guards stationed here. If they make a lot of noise, one of the guards will remain in his spot while the other goes to investigate. If an ogre emerges from the chamber to sound the alarm, the guards will take up defensive positions facing the chamber opening. In this case, they use the spears they carry as missile weapons until the rest of the ogres can be mustered. Each ogre guard carries four spears.

2. Chamber 13. Unhatched dragon eggs fill this chamber. There are 21 eggs of assorted draconic origin incubating peacefully under the muted light of glowing stones. Krug and six of his gang members are moving through the chamber, trying to determine which eggs are most valuable. They are examining each egg, looking for telltale traces of precious metals or gems in the shells themselves.

A secret portal hidden in the rock wall leads to a passage that connects to chamber 14 (location 3). The ogres don't know about this passage. If Krug

winds up defending himself in this chamber, he can roll once each round to spot the portal. (He notices it on the roll of 1 on 1d6.) Of course, he can only search for the passage during a round when that's all he's doing (besides issuing commands). Thus he must be alone or defended by his ogres.

Two of the ogres here carry spears (two apiece). If trouble starts, Krug orders his men to fill the cart with whichever eggs are closest. He commands two of them to take the filled cart and flee. Then he leads the other four toward the source of trouble. If the hatchlings keep the sounds of battle to a minimum, they can surprise the ogres in this chamber by approaching via the secret passage. Surprise isn't possible through the main opening.

3. Chamber 14. The largest of the three chambers is also the one containing the fewest eggs. A huge pillar of stone divides the chamber, making it impossible to see from one end to the other. The hatching PCs emerge from their eggs in this location. Their clutch of eggs is in the northeast corner of the chamber, and that's where they start the adventure.

Three ogres are searching this area when the PCs emerge. They have one cart, but they have not yet deposited any eggs into it. One ogre stands near the hatching PCs. He carries a single dragon egg. See "Event One: First Contact" for details on this initial encounter.

The gnome vassal waiting to welcome the hatchlings was overcome by the ogres. Her shattered body lies near a stone pillar. Though they think she is dead, she is only unconscious. Her wounds are grievous, though, and she will die if she does not receive help within two hours. At the start of play, roll 1d6+6 to determine how many turns the gnome has left. Then roll 1d10 to determine which round in that turn will be her last. For example, on a roll of 3 and a roll of 7 respectively, the gnome dies from her wounds at the end of the seventh round of turn nine ($3+6=9$).

Two secret portals lead to hidden corridors that connect to the other chambers. The hatchlings are not initially aware of these portals, though they can find them normally if they decide to search the chamber walls.

4. Chamber 15. The ogres entered the hatchery through a tunnel they dug into this chamber. Now three ogres examine the eggs resting here for the specific types Krug wants. These include the eggs of red, gold, silver, amethyst, and sapphire dragon types. The ogres have a cart, and one carries three spears. They have orders to fill their cart and head back down the tunnel at the first sign of danger. One of them is to remain behind to guard the others' retreat and to hold the tunnel open for the rest of the gang.

5. Ogre Tunnel. The tunnel the ogres dug leads from the outer wall of the aerie to chamber 15 in the aerie hatchery. The tunnel is approximately 13 feet wide and 11 feet tall. If any ogres manage to escape from the hatchery PCs, they can be out of the aerie and running across the open plains in a matter of minutes (depending on how many eggs they try to escape with). If the PCs can alert the custodians within one turn of an ogre's escape, the ogre will be caught before it can make a clean get-

away. Otherwise, the ogre will hide out in the hills until it can get to the hidden boats and cast off from All Clans Island.

Note: A dragon's body is roughly one-third as wide as it is long, its wingspan twice its width. Some hatchlings can fit into the tunnel.

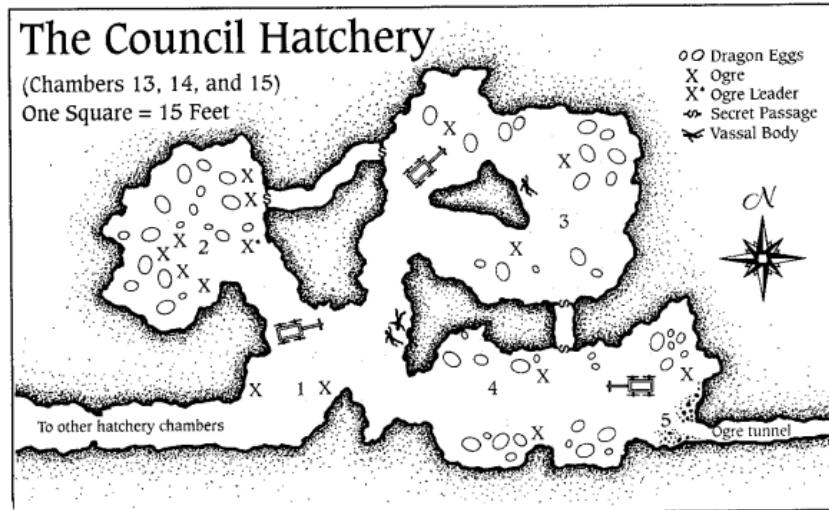
Event One: First Contact

The adventure starts as the ogre sets down the egg, pulls a large sack from his belt, and moves toward the smallest dragon hatchling. Treat this round as the ogre's initiative as he attempts to grab a newborn. If his attack roll is successful, he grabs the PC but inflicts no damage. The PC can attempt to break free by making a successful Strength check, modified by how much stronger or weaker the ogre is (+1 or -1 for each step on Table 1: Strength in the *Player's Handbook*). Treat the ogre as having a Strength score of 18/91. For example, if the hatchling has a Strength score of 13, then it receives a -8 to its ability check. It must

The Council Hatchery

(Chambers 13, 14, and 15)

One Square = 15 Feet





roll a 5 or less to break free. No matter how large the bonus or penalty, a roll of 1 is always a success and a roll of 20 is always a failure. In the round after the ogre grabs (successfully attacks) the hatchling, he stuffs it in the sack.

After this first round of action, roll for initiative normally. The most likely courses of action are outlined below.

If the PCs decide not to attack, the ogre continues grabbing and stuffing until he finally has the hatchling in his sack. Then he heads off to show Krug what he captured. The other two ogres wait around, watching the hatchlings but making no hostile moves unless the PCs try to leave the chamber. In 1d6+2 rounds, Krug and six ogres arrive with large sacks to capture the remaining hatchlings.

If the PCs decide to attack the ogre, the ogre will fight back. The other two ogres, if not attacked by the PCs, will simply stand around for 1d4+1 rounds and watch the fight, making fun of their companion. "Did the little baby bite you?" one teases. "Don't be a goblin! They're only babies!" giggles the other. After the rounds have passed or once a PC attacks one of the other ogres, all three invaders join in to subdue or kill the hatchlings. If an ogre goes down, the other two will attempt to escape to warn Krug and the other ogres.

Once the battle against these three monsters ends (ogres defeated, ogres fleeing, etc.), go immediately to "Event Two: First Lesson."

Event Two: First Lesson

The hatchlings have either defeated the three ogres from "Event One" or have caused one or more of them to flee from the chamber to alert Krug and the rest of the gang. The gnome vassal now begins to regain consciousness, despite her serious wounds. Speaking in the language of the metallic dragons, she provides the hatchlings with the following information:

"I, Sviliffa, welcome you to life, hatchling masters. I am sorry that your emergence has not gone more smoothly. I was to guide you from these chambers into the place prepared for you by the

custodians. But I am dying, and those foul creatures—those ogres—are stealing the eggs of dragons! This outrage must not continue. . . ." Sviliffa coughs as pain wracks her wounded body. With great effort, she continues.

"Listen well, young masters: The ogres are powerful creatures, but you are dragons! What does it matter that you are newborn and inexperienced? The least among you is greater than the strongest ogre. Believe that, and it will be true. Secret passages exist, leading from this chamber into those beyond. Make use of them and surprise will be on your side. One can be found on the south wall, and one on the west. Be careful, be proud, and work in harmony, as Great Lo once commanded. . . ."

The gnome vassal succumbs to pain at this point, falling back into unconsciousness until her wounds are treated or she dies. None of the hatchlings have the knowledge or abilities to help Sviliffa. Without attention, she will die as outlined under location 3 above. The best the hatchlings can do is to seek help from the Council's vessels.

After Sviliffa falls into unconsciousness again, the PCs must determine a course of action. What they will find in the various chambers is detailed under "Things to Know" above. At some point, Krug will notice them and the climax begins; go to "Event Three."

Event Three: Facing Krug

No matter what course the hatchlings pursue, eventually they must face Krug, the ogre leader. How Krug reacts to the PCs depends on what they have done up to this point.

If the PCs defeated the first three ogres quietly, they might be able to sneak up on Krug using the secret passages. For the scenario to work out this way, the hatchlings have to work together, make good die rolls, and get close to Krug without him noticing them. In this case, the major battle takes place in chamber 13 (location 2) amid plenty of eggs and ogres.

If the hatchlings decide not to attack during the initial encounter, Krug and six ogres arrive in chamber

14 (location 3) carrying large sacks. They plan to capture the dragon babes, and it will be up to the PCs to "dissuade" them from this course of action. Krug is persistent, but if the PCs prove to be too much trouble to take alive, he orders his men to kill them.

If the PCs are spotted by the guards in location 1, the adventure becomes a running battle through the vestibule and chambers. Krug orders his ogres to capture or destroy the young dragons, directing them in an intelligent offense. He orders his spear throwers to attack first, then sends at least two ogres after each dragon to overpower them.

Krug will join in any fight, but only when it best suits his purposes. He is a hands-on leader, but he isn't impulsive or stupid. When he can strike and make a difference he will. When the odds are against him, he stays back and tries to rally his gang.

Krug initially treats the hatchlings as something amusing. He treats the hatchlings as he would treat an ogre baby—speaking to them in a high voice, using simple words (even for an ogre), and showing a total lack of respect. He doesn't take the hatchlings seriously at all. Later, as they demonstrate their ability to deal with his gang, Krug becomes enraged, screaming, "I will not be defeated by babies! Not even dragon babies are the equal of Krug Bonebreaker!" The PCs should do everything possible to prove him wrong.

When Krug is defeated or has escaped, go on to "Concluding the Adventure."

Concluding the Adventure

If Krug is killed while fighting, his gang rushes for the exit. The hatchlings can pursue the fleeing ogres or let them escape. If pursued, the ogres will defend themselves.

If the hatchlings do not defeat or drive off the ogres, they will be captured or killed by Krug and his gang. Captured hatchlings will be taken north and sold to the frost giants from beyond the Ice Sea. DMs are encouraged to develop a scenario in which the PCs have a chance to make an escape. Ideally, such an attempt should occur before the ogres actually reach the rendezvous, as hatchlings

are no match for a group of frost giants.

If the adventure played out successfully, Krug has been killed and his gang has been defeated or is fleeing from the aerie. Among Krug's possessions is a gold coin bearing the marks of the frost-giant raider, Odifal. The hatchlings have no idea what this means, but the custodians do. They discern that the giants are ultimately responsible for the raids carried out by Krug and others—and the giants will have to be dealt with at some future time.

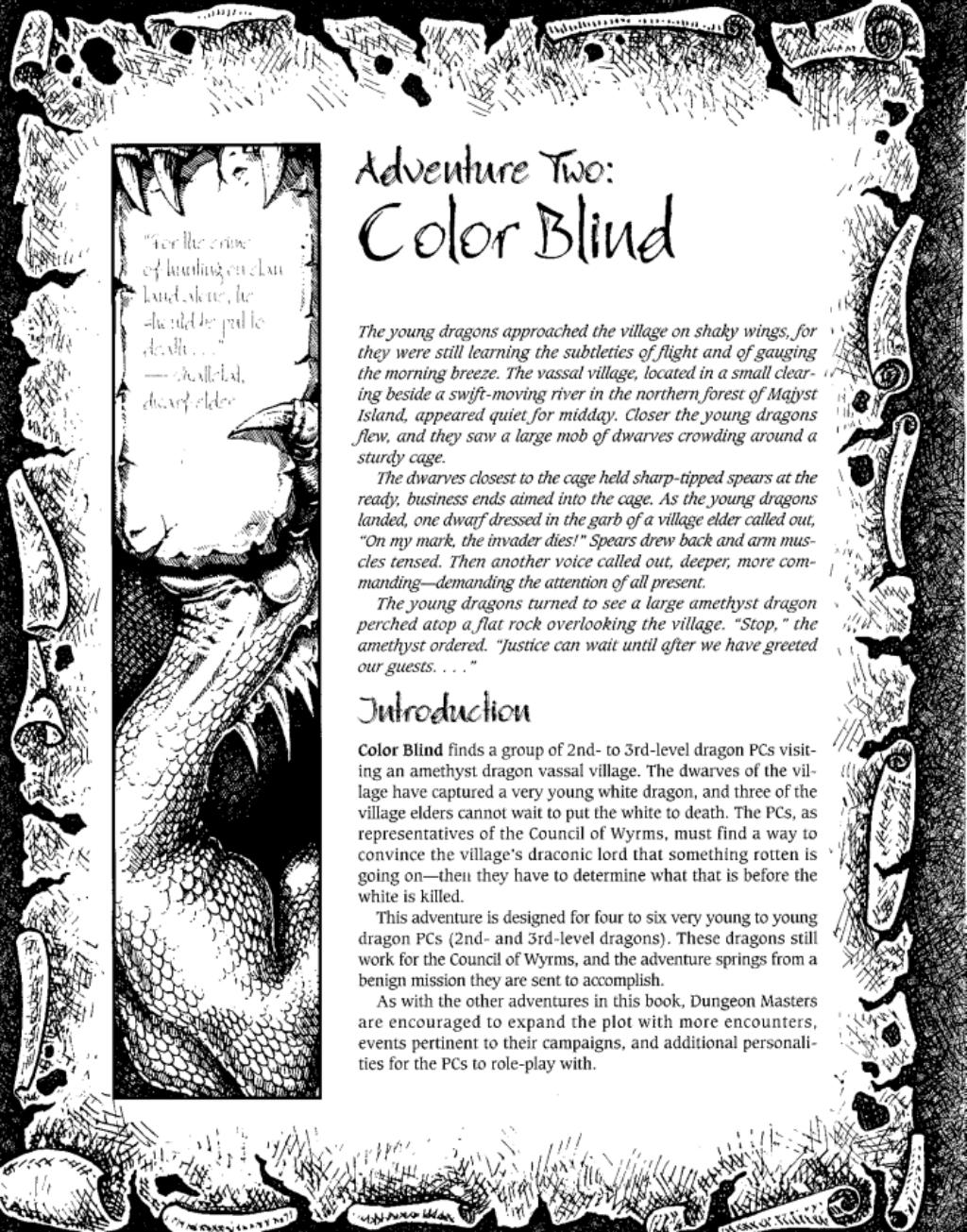
Any fleeing ogres can be captured or killed by the custodians and their vassals once the hatchlings alert them to the danger. In addition, if Sviliffa is still alive, she can be healed by priests from the vassal tribes.

The adventure ends with the hatchlings receiving welcome from the custodians and vassals. There are no apologies for what the newborns endured, however, for dragons are supposed to be made of stern enough stuff to handle even the worst first day. "Consider this your first lesson," Mykell tells them in a firm, friendly voice. "It won't be your last."

Awarding Experience

In addition to the experience points awarded for defeating the ogres, the following outcomes warrant greater rewards:

- If the hatchlings help save Sviliffa's life, they receive an additional 1,000 XP each.
- If the PCs manage to defeat the ogres without losing a single dragon egg, give them a bonus of 1,000 experience points each.
- If the ogres escape the aerie with any eggs, even if the ogres are subsequently captured, experience awards should be reduced by 100 points per stolen egg. If any eggs break, reduce awards by 250 points each.
- A story award of 10,000 to 15,000 XP should be given to each hatchling, depending on how the adventure turned out and how well they role-played. Good role-playing includes staying in character, acting like a naive, inexperienced newborn dragon, and coming up with draconic solutions to the situations.



Adventure Two: Color Blind

"For the crime
of hunting on elan
land alone, he
shall be put to
death . . ."
—dwarf elder

The young dragons approached the village on shaky wings, for they were still learning the subtleties of flight and of gauging the morning breeze. The vassal village, located in a small clearing beside a swift-moving river in the northern forest of Majyst Island, appeared quiet for midday. Closer the young dragons flew, and they saw a large mob of dwarves crowding around a sturdy cage.

The dwarves closest to the cage held sharp-tipped spears at the ready, business ends aimed into the cage. As the young dragons landed, one dwarf dressed in the garb of a village elder called out, "On my mark, the invader dies!" Spears drew back and arm muscles tensed. Then another voice called out, deeper, more commanding—demanding the attention of all present.

The young dragons turned to see a large amethyst dragon perched atop a flat rock overlooking the village. "Stop," the amethyst ordered. "Justice can wait until after we have greeted our guests . . ."

Introduction

Color Blind finds a group of 2nd- to 3rd-level dragon PCs visiting an amethyst dragon vassal village. The dwarves of the village have captured a very young white dragon, and three of the village elders cannot wait to put the white to death. The PCs, as representatives of the Council of Wyrms, must find a way to convince the village's draconic lord that something rotten is going on—then they have to determine what that is before the white is killed.

This adventure is designed for four to six very young to young dragon PCs (2nd- and 3rd-level dragons). These dragons still work for the Council of Wyrms, and the adventure springs from a benign mission they are sent to accomplish.

As with the other adventures in this book, Dungeon Masters are encouraged to expand the plot with more encounters, events pertinent to their campaigns, and additional personalities for the PCs to role-play with.



Overview

The dwarves of Clan Majyst's vassal village of Dwarftown have something to hide. The three village elders—Hammerim, Malletal, and Naluri—each have a secret they will go to any lengths to keep, even murder. Each secret revolves around a very young white dragon, and therein lies the crux of this adventure.

Hammerim oversees the village's metallurgy operations. As a side venture, he has been selling a significant portion of the mine's output to Clan Evilwood—without the approval of his amethyst lords. The white dragon happened upon a secret exchange Hammerim was conducting in the forest, and Hammerim is sure the white took notice of the dwarf, the green dragons, and a load of processed metal that was changing hands.

Malletal has been looking the other way for the last few years, even though his job includes patrolling the northern forests. For an annual gift of diamonds, the dwarf ignores the small white dragon hunting party that invades the forest once a year to supplement its food supply. The very young white dragon was a member of the most recent hunting party, and his capture by the village could reveal details that Malletal would rather keep hidden.

Naluri finds the white to be a great threat to her plans, and she wants nothing less than to see him dead before her secret can be brought to light. Naluri has been helping Odifal, the frost-giant raiding chief who has been plundering the northern isles for years now. In her most recent meeting with the frost giant, she received the orders she has waited a lifetime to hear. For a wrong she believes was committed against her family long ago by Lord Gemmenna of Clan Majyst, Naluri has built up a strong hatred and thirst for revenge. In her recent meeting with Odifal—a meeting witnessed by the white dragon—Naluri convinced the frost-giant chief to turn his attention toward Majyst Isle. All of her plans for revenge could come to naught if the white reveals what he overheard.

As the adventure begins, the white dragon sits in

a sturdy cage. Arrows still jut from the very young dragon's body, including one lodged in his throat that prevents him from speaking. The elders call for the white's death, appealing to Keryst the amethyst dragon to let them carry out justice. With the arrival of the PCs, however, Keryst orders the dwarves to lay down their weapons and show their guests a proper welcome in the name of Clan Majyst.

The PCs have been sent to Dwarftown to pick up a golden talon ring that Mykell, Grand Custodian of the Council, had commissioned some months back. Luck and a bit of coincidence have brought the PCs to this place in time to stop an invasion—if they realize that there is more going on than a simple trial. The white appeals to them for help, making unintelligible sounds and cryptic gestures to the Council representatives.

Once the PCs learn what the situation is, then some detective work will be in order. Because the white dragon cannot speak and has no other way to communicate, the PCs will have to use other methods for finding out what the white is trying to tell them. Ample evidence can be found in the forest around Dwarftown. As the PCs get closer to the truth, however, "accidents" begin to occur. The dragon PCs are in danger from three different directions, as three different and unrelated villains seek to keep their secrets safe. Will they get to the bottom of the mystery before an accident takes them down? Will they uncover Hammerim's dealings with the green dragons? Will they find out how Malletal supplements his income? More important, will they discover Naluri's ties to the frost-giant raiders in time to stop the imminent invasion? Those are the questions facing the dragon player characters in this problem-solving adventure.

Starting the Adventure

Mykell, Grand Custodian of the Council of Wyrms, gives her young dragon charges a simple mission. As background to *Color Blind*, read the following to the players:

Since hatching, your days have been filled with

all kinds of activities. Vassals have taught you history and other scholarly subjects. Older dragons have instructed you in draconic lessons, demonstrating combat techniques and explaining the purpose of the Council of Wyrm. Most recently Mykell, the chief custodian, gave you a special mission.

"You will go to Majyst Isle, to the vassal village of Dwarftown in the northern forest," Mykell explained to you in her deep, even voice. "There you will seek out the dwarf elder Hammerim and present this great pearl on my behalf. In exchange, Hammerim will give you a gold talon ring that I commissioned with the blessing of Gemmenna, lord of Clan Majyst."

The custodian fixed each of you with her most penetrating stare, then added, "You will be representing not only Mykell, Grand Custodian, in your travels, but the entire Council as well. Work together as we have taught you. Do not let the prejudices of your different species cause you to lose sight of the laws of Great Iō. You have done well so far, my children. Now, do even better."

The dragon PCs, still working together as students of the Council, receive a great pearl of extreme value and directions on how to get to Dwarftown from the Council Aerie. Just by the size of the pearl, they should come to the conclusion that Hammerim is either a great craftsman or has great craftsmen working for him. Otherwise, the mission sounds simple enough for the small group of young dragons to accomplish. Does Mykell believe all of them are necessary for going on such an errand? No, but she does believe in the value of teaching the young dragons how to work together. And if any trouble should happen to occur, there is strength in numbers.

As they approach the vassal village from the air (assuming all of the dragon PCs have the dragon flight proficiency by this time), the PCs can't help but notice the large mob of dwarves crowded around a cage in an open square. Go to "Event One: Something Rotten in Dwarftown." Before that, read over "Things to Know" to find details important to the course of the adventure.

Things to Know . . .

Here are the facts and statistics the DM needs to properly run this adventure. You'll find information concerning the white dragon and what occurred before the start of the adventure, the village elders and their malicious secrets, the amethyst dragon Keryst, and Dwarftown.

. . . About the Very Young White Dragon

The very young white dragon Snowfire was a member of a hunting party that regularly visits the northern forests of Majyst Isle. The hunting party, which hails from the Frostwind Domain in the southern reaches of Glacianta, has been making annual forays into the Majyst forests for the past 10 seasons. This was the first time Snowfire tagged along, and it was to be used as a training exercise for the inexperienced white.

Snowfire is only six years old. With an 8-foot-long body and a 7-foot-long tail, he is barely of average size for a white dragon his age. He only speaks and understands *chromatic dragon*, and he has not yet learned to read or write. He can fly, can deliver two claw attacks per round, and has learned to hunt from his older brothers (the other white dragons that accompanied him to Majyst Isle). Because of wounds he received before being captured by the dwarves, Snowfire has been reduced to 14 hit points. His other vital statistics are shown below.

Snowfire, Very Young White Dragon: Int Low (7); AL CE; AC 3; MV 12, fl 40 (C); HD 7; hp 14 (36 at full strength); THAC0 14; #AT 2; Dmg 3-8/3-8 (1d6+2); SA +2 to damage; SD immune to cold; SZ L (15' from nose to tail); ML 10. Combat proficiencies: bite, claw/claw, kick, flight, stall. Noncombat proficiencies: alertness, hunting, language (*chromatic dragon*), navigation, tracking.

The very young white accompanied two other white dragons to Majyst. They met Malletal in an isolated clearing somewhere on the dwarf's normal



patrol route. To give Snowfire a sense of importance, he was granted the privilege of handing over the small pouch of diamonds to the dwarf elder. Malletal accepted the gift, wished the dragons good hunting, then turned around to head back to the village.

Their hunting pattern finally took the white dragons out of the forest and to the north shore of the island. Snowfire stalked a large stag to the tree line—then let it escape as his attention was drawn to the group gathered at the water's edge. He watched in confusion and fear as a female dwarf conversed with five frost giants. The very young white knew to fear the giants, for he heard many stories about the terrible things the huge humanoids liked to do to his kind. Frozen in place, he listened to words he didn't understand. But the meaning of the exchange did not escape him. The dwarf was friends with the giants, for they gave her a gift like the one he gave the other dwarf.

Suddenly the other two white dragons burst out of the forest in close pursuit of a herd of deer. So intent were they upon their prey, they did not notice the frost giants until after the first blows were struck. Then it was too late. Snowfire watched in horror as the frost giants slashed and hacked his teachers with huge battle axes. He found his voice as the white dragons went down, and his scream of outrage and fear resounded through the forest.

The giants gave chase, but were wary of going too far into the forest at this point. The plans they had set in motion depended upon the amethyst dragons remaining unaware of their presence. So they commanded Naluri to track down the white dragon and silence it while they returned to their hidden camp on Glacianta to await her signal. If the signal is not delivered at the agreed upon time, they will know she has failed and will cancel the attack.

Snowfire flew through the forest on wings given strength by unabashed terror. He had no idea where he was going. He only knew he had to get away from the slashing battle axes. Ignoring the tree branches that scraped his body and the

unseen trunks that hurt when he failed to maneuver around them in time, he zoomed along without rhyme or reason. He might have escaped completely, had he not run into Hammerim and a small group of green dragons on the other side of a thick canopy of leaves.

The green dragons were busy exchanging gems for metal. Hammerim barely had time to raise his axe when Snowfire burst into the clearing. He took a mighty swipe at the dragon, delivering a serious wound. A green followed this up with a blast of poisonous breath, but Snowfire saved for half damage. In the meantime, Naluri ran into a patrol of dwarf warriors. She took command of the unit and sent it to follow the white dragon's obvious flight path through the broken branches and shredded plants. Hearing the dwarf patrol closing, Hammerim urged the green dragons to flee while he quickly hid his payment in the bushes. The green dragons retreated—but not before one of them slashed Snowfire's throat with a rake of its sharp claws.

A moment later, the patrol entered the clearing and let loose a volley of arrows. Most clattered harmlessly off the white dragon's armored scales, but a few found purchase in soft spots. One arrow buried itself deeply in Snowfire's neck wound, further injuring his vocal cords and making it impossible for him to talk. Naluri commanded the patrol to advance and finish the white dragon off. Hammerim seconded the order. But the patrol's commander, a young dwarf named Torvin, changed the order.

"Keryst, a dragon champion of Clan Majyst, currently waits in Dwarftown," Torvin said with great authority. "He should be allowed to decide the invader's fate." The elders grumbled, but they didn't protest too loudly as nets were thrown over the white dragon and it was hauled back to the village.

Snowfire was placed in a hastily constructed yet sturdy cage in the center of the village. His wounds were left untreated, and a few arrows still jut from bloody punctures. Confused, hurt, and afraid, the dragon now huddles in the middle of the cage. He

doesn't trust the dwarves. If the PCs address him in chromatic dragon, he will attempt to tell them what happened. As he can't speak, the best he can do is make gestures to try to get his story across.

A careful examination of Snowfire's wounds reveals some interesting things to PCs who make a successful healing proficiency check (or an Intelligence check at a -5 penalty). Scrapes along his body look to be caused by tree branches and sharp thorns. These appear painful but caused no real damage to his young scales. The throat wound was obviously the result of claws—dragon claws. Other wounds were made by dwarf battle axes and arrows, some of which still jut from Snowfire's body.

If Snowfire receives healing magic that restores enough hit points to bring his total back up to at least 32, his voice returns. Until then, he cannot speak at all. The elders will do whatever they can to keep healing from being applied. Even if Snowfire does regain his voice, he doesn't understand any of the events he witnessed. The best he can do is describe the scenes and let the PCs determine the meanings.

... About Elder Hammerim

Elder Hammerim manages the metallurgy operations centered in Dwarftown village. His subordinates process the raw ores drawn from the nearby mines, turning it into metal that can be used to fashion weapons, armor, and tools for the clan and its vassals. His responsibilities give him access to all of the raw and processed ore, and herein lies his secret.

Hammerim has been selling metal turned out by the village to the green dragons of Clan Evilwood. This secret trade has been going on for a number of years, and the dwarf elder has grown very accustomed to the wealth that has come his way. He is greedy, secretive, and very protective of the situation he has established. In fact, he will do anything to keep the flow of wealth open—and he has. When one of his smiths noticed that the inventory was low, Hammerim decided to elimi-

nate the curious dwarf before he asked the wrong questions. No one ever suspected that the accident with the unbalanced anvil was something more sinister than an innocent, though unfortunate, mishap.

Hammerim has a short, solid build. His gray hair and beard are worn long and tied off with precious jewels. He dresses according to his station, with perhaps a bit more gaudiness than that displayed by the other elders. He carries a wicked battle axe whenever he steps out of his affluent home.

To Hammerim, Dwarftown turns out more metal than the clan really needs. If he can trade some of it to the green dragons for its equivalent in precious gems, where's the harm in that? The fact that Hammerim keeps the gems for himself doesn't seem to keep him up at night. In truth, he sleeps like a baby.

His most recent exchange with the green dragons was interrupted by the arrival of the very young white dragon. The exchange was completed, but Hammerim had to hastily hide his payment as the dwarf patrol chasing the white entered the clearing. As soon as he makes certain the white dragon can't ruin his racket, Hammerim will return to the clearing and recover his sack of gems.

Hammerim is deathly afraid that the dragon champion Keryst will discover his secret. The dragon always talks about increasing mine output and productivity, and Hammerim believes he talks of these things because he suspects the dwarf's treachery. He hopes to think of some way to throw Keryst off his trail, even if it involves more "accidental" deaths.

The elder pushes for the white dragon's death. "It is a killer," Hammerim repeats over and over. "It tried to eat me out there in the forest. I barely got my axe up in time to defend myself. It's mad, I tell you. Mad!"

The PCs may ask Hammerim about the gold talon ring for Mykell. Though flustered by recent events, Hammerim will play the perfect salesman. He presents the talon ring with pride and words of praise, and accepts the great pearl with humility

and thanks. The deal complete, he hopes to see the Council's representatives on their way as quickly as possible.

Hammerim, Male Dwarf Elder: AL LN; AC 4; MV 6; F8; hp 62; THACO 13; #AT 3/2; Dmg 2-9 (1d8+1); SA +1 to hit, +1 damage; SD +4 save vs. poison, wand, spell; SZ S (4'4"); ML 14. Str 17, Dex 11, Con 16, Int 13, Wis 9, Cha 14.

... About Elder Malletal

Elder Malletal commands the Dwarftown militia and personally leads the patrols of the northern forests. He does his job very well and treats his duty with great seriousness. Ogres, bugbears, goblins, giants—he watches fastidiously for any signs of these interlopers and takes a personal affront to their presence. However, Malletal also has a love for diamonds. His secret begins with this powerful craving.

A number of years ago, Malletal surprised a small group of white dragons who had just brought down four large deer. Outraged that these dragons had invaded his forest, Malletal prepared to call for the rest of his patrol. That's when one of the dragons moved forward and held out a bulging pouch. Curious, Malletal cautiously took the offered pouch and peered inside. A huge smile spread across his face as he poured the diamonds into his palm. "I believe that a little extra hunting won't hurt," he said. "The herds need thinning this time of year."

This year, the dragons brought a very young white dragon with them for his first hunt. They even let it offer the gift of diamonds to Malletal. At the time, Malletal was touched by the somber air the very young dragon approached him with. Now he curses the luck that the dragon has been captured and could reveal embarrassing details to the rest of the village. The dragon has even appealed to him with silent gestures and sad eyes. So far, Malletal doesn't think anyone else has noticed, but he hopes they can kill the dragon soon so that he can stop worrying about what might occur.

Decked out in the finest plate mail and armed

with an enchanted *war hammer* +2, Malletal looks like the powerful warrior he is. He is extremely serious, always ready for a fight, and very protective of the village and the forest around it. He feels very guilty about letting the white dragons hunt in the forest once a year, and he will do everything in his power to keep his secret safe. Even so, he promises that the white dragons will not be allowed access to the forest again—no matter how many diamonds they offer him.

As commander of the village guard, Malletal makes every effort to convince the amethyst dragon champion that the white dragon poses a danger to the community. "For the crimes of hunting on clan land alone, he should be put to death."

Malletal, Male Dwarf Elder: AL LN; AC 2; MV 6; F10; hp 74; THACO 11; #AT 3/2; Dmg 5-8 (1d4+4); SA +1 damage; SD +4 save vs. poison, wand, spell; SZ S (4'7"); ML 16. Str 16, Dex 15, Con 15, Int 12, Wis 11, Cha 10.

... About Elder Naluri

Elder Naluri serves as chief administrator of Dwarftown Village. She handles all the day-to-day problems and decisions needed to keep the village running. She reports to the clan's dominates, especially to Keryst, the champion who currently oversees the vassals of this community. Outwardly, she plays the fawning servant to Keryst. Inwardly, she considers the dragon champion to be an easily duped fool. She wields a *short sword* +2 when combat becomes unavoidable, and carries a *potion of amethyst dragon control* that she will use if the situation turns against her. Her secret dates back to her grandfather, who fostered a hatred of Clan Majyst that has festered to this day.

Naluri's grandfather was once Lord Gemmenna's kindred, taking his own father's place when the time came for Gemmenna to bond with another. His family had been proudly serving in this capacity since Gemmenna was a hatchling. After only a few short weeks, Gemmenna dismissed Naluri's grandfather. The dragon lord just did not feel an

affinity for the dwarf. Her action, however, caused the family to suffer disgrace—at least in the mind of Naluri's grandfather.

As Naluri grew up, she was raised on a diet of her grandfather's hatred and disappointment. She listened to his heartache, took hold of his bitterness, and made his hatred her own. She promised to one day avenge the wrong her grandfather suffered, to make Gummenna and Clan Majyst pay for disgracing her family. She has dedicated her life to accomplishing this.

Six years earlier, Naluri received a report from Malletal concerning frost giant activity in the islands to the north. Naluri thanked Malletal for his diligence, told him to keep a watchful eye, then readied a ship for the annual trip to Clan Corum's domain on Glacianta. During the trip to trade with the other amethyst dragon clan, Naluri took time to locate the frost giants. The giants almost killed her before she could convince Odifal to hear her out. She offered her aid to the frost-giant chief, promising information that would make his raids more profitable. Odifal listened, then agreed to let her assist his raiders.

Over the years, Naluri passed along news of approaching trade ships, the movements of patrols, and even the flight of dragons toward the northern isles. She fostered trust and a working relationship with the giants in anticipation of one day convincing them to aid her. She finally set up a meeting with Odifal—a meeting witnessed by the very young white dragon. During that meeting, Naluri urged Odifal to come to Majyst Isle. "This should be the center of your activity, Chief Odifal," Naluri coaxed. "The dragons of Majyst are more prosperous than the dragons of Glacianta, and this island is closer to the wealthy domains of the temperate isles. I have prepared a hidden lair for you and your raiders in an abandoned part of our mine."

Odifal was intrigued by this offer, for he had long coveted the riches of the central islands. He was about to agree when the white dragons stumbled upon the meeting. Though his giants killed the two older dragons, a young one escaped. "Find that dragon and destroy it before our secret is

revealed," Odifal ordered Naluri. "We will wait until sundown tomorrow. If you have not sent the signal by then, we will know you have failed. We will return to our lair up north, for less riches in safety is better than more in danger."

Naluri now seeks to hurry the process of justice (something Keryst advocates to the extreme) and see the young white dragon put to death. If this fails, she plans to rush to the shore and send out the signal—regardless of the danger posed to the giants. What does she care if Odifal and his frost giants are destroyed, as long as they cause as much damage and destruction as possible before they fall?

The frost giants await Naluri's signal from a point at the very limit of vision. The signal, a blazing tree on the edge of the shore, tells the giants that it is safe to come ashore.

Naluri, Female Dwarf Elder: AL LE; AC 5; MV 6; T9; hp 37; THAC0 16; #AT 1; Dmg 3-8 (1d6+2); SA backstab×4 damage; SD +4 save vs. poison, wand, spell; SZ S (4'5"); ML 16. Str 14, Dex 16, Con 14, Int 16, Wis 14, Cha 17.

... About Keryst

The amethyst dragon dominate Keryst is a young adult who hopes to make his reputation by increasing the productivity of Dwarftown. He travels to the vassal village once every few months to see how things are going and to suggest ways to pull more ore from the mine or to make the processing more efficient. To these ends, Keryst spends a lot of time with both Naluri and Hammerim.

When Keryst is present, he normally sits atop a flat rock overlooking the village. Though he makes suggestions and offers advice, Keryst follows the path of most amethyst dragons and lets the vassals govern themselves. He was more than willing to simply observe the proceedings against the captured white dragon when the PCs arrived. He decided to take over in order to impress the guests in hopes that they would take a good report about him back to the Council.



Though he believes in justice, Keryst cares little about what really happens to the white dragon. In his opinion, the white dragon is an invader who deserves to be punished for its crimes. If the dwarves want to punish the dragon by putting it to death, then that is their decision. After making a small show of presiding over the situation for his guests, Keryst is quite willing to turn matters back over to Naluri. The PCs will have to convince him not to do that if they hope to find out what the white dragon knows.

Keryst serves as an authority figure who can help or hinder the PCs, depending on their play. If they have no sense of what to do next, then Keryst can offer a suggestion or two. If they are plowing ahead and nothing can stand in their way, have Keryst act as a road block that they'll need to find a way around. If the adventure is playing out as the DM envisioned it, then Keryst can stand back and watch as the PCs track down the clues.

Keryst, Young Adult Amethyst Dragon: Int Genius (17); AL N; AC -5; MV 12, Fl 40 (C); HD 15; hp 63; THAC0 6; #AT 3; Dmg 1-10/1-10/5-30; SA +5 to damage, breath weapon (dmg 10d8×5); SD immune to poisons, force attacks; SZ G (8' from nose to tail); ML 17. Innate abilities: water breathing, water walking (6/day), neutralize poison (6/day). Combat proficiencies: breath weapon, claw/claw/bite, flight, kick. Noncombat proficiencies: alertness, appraising, debate, etiquette, language (gem dragon, high draconic), mining, psioncraft, reading/writing, spellcraft (wizard), stewardship, survival (forest). Psionics: PSPs 100; Disciplines—Psychokinesis, Psychometabolism; Sciences—project force, complete healing; Devotions—inertial barrier, molecular agitation, cell adjustment, reduction; Defense Modes—M—, TW. Spells: 1st level—*audible glamor*, *entangle*.

... About Dwarftown Village

The vassal village of Dwarftown is located in the northeast portion of Majyst Isle. Surrounded by

thick forest and close to the island's north shore, Dwarftown houses nearly 30 dwarves who work the nearby mine, operate the metallurgy, and patrol the local forest. Three elders oversee the village. These elders are Hammerim, Malletal, and Naluri.

Dwarftown sits in a forest clearing approximately 50 miles northeast of the city of Clear Lake. The mine, which turns out raw iron ore that the dwarves refine into steel, is 5 miles northeast of the village. The island's shore is less than 10 miles away. To the west, in an isolated clearing where Hammerim met with dragons of Clan Evilwood, evidence can be found linking the dwarf to the green dragons—including a hidden sack of jewels. To the north, a trampled site links Malletal with three white dragons. To the northeast, on the shore of the Ice Sea, evidence of a battle waits to be discovered. Locations to the map on the following page are described below.

1. Rolling River. A river flows beside Dwarftown, carrying its water toward the Ice Sea. The river moves quickly, and it is fairly wide and deep. Any attempt to swim the river requires a swimming proficiency check with a -4 penalty.

2. Bridge. A sturdy stone bridge spans the Rolling River, providing access to the road to the mine and other points north and east of Dwarftown. The bridge is wide and strong enough to allow loaded wagons to cross safely.

3. Road to the Mine. This well-traveled path leads to the mine. It winds 5 miles through the forest to the mine. Dwarf warriors patrol the road and mine area on a regular basis.

4. Road to Clear Lake. This road leads to the capital city of Clan Majyst, some 50 miles away. The dwarves are responsible for patrolling the area nearest the village. While the rest of the road remains relatively safe, the great distances involved make it impossible to watch every mile of it at all times. When the humanoid tribes that live

in the deep forest feel particularly brave, they strike at a vassal caravan or other travelers out of the cover of the trees.

5. Dragon Rock. This large, flat-topped rock gives visiting dragon dominates a place to rest and watch the village activities. During this adventure, this is the place where Keryst spends most of his time.

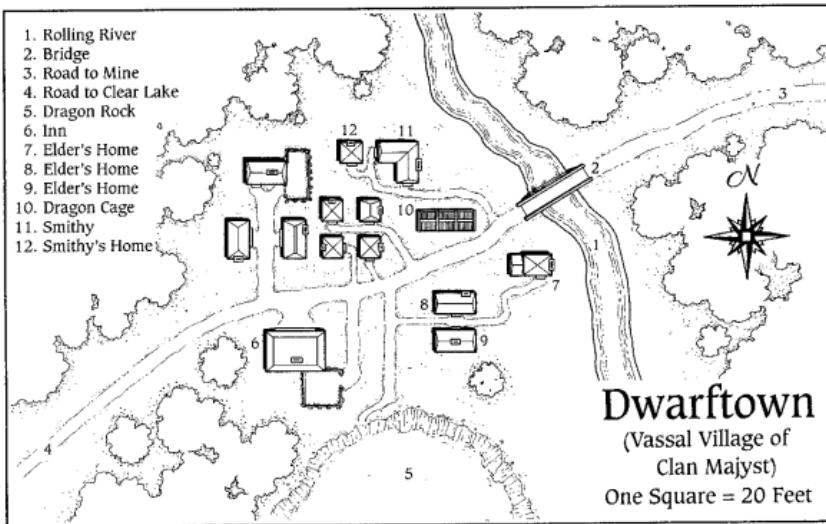
6. Cracked Ore Inn. The Cracked Ore Inn serves visiting vassals from other villages and clans. This two-story structure has a large common room, public sleeping rooms, and a few private rooms for more prominent visitors. An enclosed pen next to the inn houses the visitors' mounts.

7. Naluri's Home. Elder Naluri lives in this large, old house beside the Rolling River. Her home reflects her position in the community, but it is not as richly decorated or as well-kept as the

homes of the other elders. She lives alone, with only her hatred and her schemes to keep her company. The only evidence of her involvement with the giants are a few large gold coins bearing the marks of the raiding chief Odifal. These coins are hidden in the same secret place that contains a second potion of *amethyst dragon control* and a sword +2, *dragon slayer*. Unless she sees no other option, Naluri will not retrieve the sword.

8. Hammerim's Home. Elder Hammerim lives in this richly appointed (to the point of gaudiness) house with his wife and three children. If the PCs investigate the home, they can find a secret room filled with jewels from the domain of Clan Evilwood. To determine the origin of these jewels, a PC dragon needs to make a successful appraising proficiency check.

9. Malletal's Home. Malletal does his best to match the opulence of Hammerim's home, but he falls



woefully short. His home will never match the affluent gaudiness of his neighbor's. Malletal and his wife live here. He too has a secret room. It contains a large supply of excellently cut diamonds. A successful appraising proficiency check identifies them as coming from the white dragon mines of Glacianta.

10. Dragon Cage. This sturdy cage measures 60 feet in length, 25 feet wide, and 25 feet high. The bars are made from the strongest steel, and Snowfire has no chance of bending or breaking them because of his weakened condition. Torvin, captain of the village guard, placed the captured dragon within the cage until Keryst could render a more permanent decision as to its fate. Torvin and Malletal have the only keys to the cage.

Torvin, Male Dwarf Guard: AL LG; AC 2; MV 6; F6; hp 41; THAC0 15; #AT 1; Dmg 4-14 (1d10+4); SA +2 to hit, +4 damage; SD +4 save vs. poison, wand, spell; SZ S (4'8"); ML 16. Str 18/82, Dex 13, Con 15, Int 9, Wis 8, Cha 12.

11. Smithy. This large building serves the dual function of being both the metallurgy plant and the steel works where metal items are fashioned. Except for the mine itself, more dwarves work here than anywhere else in the village. A check of the latest inventory records indicates that a significant portion (15%) of processed metal is missing. This metal was given to the green dragons by Hammerim. If questioned, the smith reveals that Hammerim took a wagon load of metal into the forest earlier that day.

12. Smith's Home. The chief of the smithy lives in this humble house with his wife and four children. While respectful of dragons, these dwarves have no great love for them. They will not cooperate unless specifically ordered to by their master, Keryst.

The other buildings in the village serve as living quarters for the miners, the village militia and guards, and the smith workers. A pen beside one

of the buildings houses the animals used as patrol mounts and beasts of burden.

Note that the village has no resident priests or healers. If the PCs request such services, the vassals will have to send to Clear Lake for a cleric. The cleric will not arrive before Keryst's deadline passes (see "Event One").

Event One: Something Rotten in Dwarftown

The dragon PCs approach the vassal village and see a crowd of dwarves around a large cage. The dwarves nearest the cage wield spears with large, sharp metal heads. Malletal stands near these spear carriers, for most of them are part of his militia or the village guard. He calls out above the sound of the crowd, "On my mark, the invader dies!" Give the PCs a moment to react in some way. Let them peer into the cage and see the wounded white dragon who looks to be about their age. Let them notice the other two village elders looking on with nervous anticipation. Then they hear the louder, more commanding voice.

"Stop," orders Keryst, the amethyst dominate, from his place atop the dragon rock. "Justice can wait until after we have greeted our guests."

The amethyst dragon is older than the PCs, but still considered young to be a dominate. He is a favorite nephew of Lord Gemmenna, however, so has been granted more authority and responsibility than other dragons his age. He has the dwarves greet the PCs in the appropriate fashion, then asks what brings them to this vassal village of Clan Majyst.

If the PCs identify themselves as servants of the Council of Wyrm, the dwarves respond with the sign of Great Io, tracing an eight-pointed star in the air before them. Snowfire, who can't understand the words that are being said, does recognize the sign made in the presence of those dragons selected to serve the Council. Despite his wounds, Snowfire tries to get the PCs' attention. Read the following:

The white dragon begins to make strangled sounds, moving its jaws as though to speak but only senseless noise spills out. Then it waves its claws around, gesturing toward you as best it can with wounded, weakened limbs. After a few moments of this, the very young white collapses. Its efforts have exhausted it, but its steady gaze never leaves you until its eyes finally close in weary pain.

The PCs should realize that the dragon was trying to tell them something. Now it lies on the floor of the cage, unconscious from its trials and exertions. If the PCs ask what crime the white dragon committed, Naluri says that it is none of their concern. "This is Clan Majyst business," she says defiantly, "subject to our lord Keryst and not the Council." Keryst agrees, explaining that the Council's wards need not trouble themselves with the fate of one lone white dragon. "Find the item you came to pick up and be on your way," Keryst concludes. "I am sure Mykell has other tasks waiting for you on All Clans Island."

It will take a few good arguments for the PCs to convince Keryst to let them look into this matter. The most compelling evidence that would bring Keryst around is the claw wound on Snowfire's neck. If that, or some other argument, is presented to Keryst in a respectful manner, he will allow the PCs time to investigate the situation. Hammerim will speak up. "And how long will we wait, Master Keryst?" he asks. "Who knows what danger this mad dragon poses to our community? It should be put to death." Keryst agrees, and gives the PCs a time limit of six hours to find out whatever they can. At the end of that time, the captive will be destroyed.

Event Two: Exploring the Forest

Torvin agrees to take the PCs to the spot where they captured the white dragon, explaining what he knows of the events that occurred at the time. Hammerim also gives a version of his tale, though

he leaves out anything incriminating. He does paint himself as a brave hero, fending off the insane, murderous white dragon until help could arrive. Hammerim and Malletal insist on accompanying the PCs as well. Naluri remains behind to keep an eye on the prisoner.

If the PCs lose the trail at any time in this section, they will eventually return to the village and "Event Three."

At the Western Clearing

The clearing, several miles west of the village, shows obvious signs of battle—arrows that missed their mark or broke and bounced off tough dragon scales, broken tree branches, crushed foliage, etc. The spot where the white dragon burst into the clearing is plain.

Successful observation proficiency checks (Int) or modified Intelligence checks (Int -4) reveal a number of significant things about the site, depending on how successful the rolls are, as follows:

- A roll of up to 3 less than the required success number means the PC spots the tracks of other dragons. At least three separate sets of tracks fill a part of the clearing, and it is obvious to the roller that they were standing relatively still for a period of time. Furthermore, a successful tracking proficiency check identifies the tracks as those of green dragons.
- A roll of 4 to 6 less than the required success number also reveals wagon wheel tracks. A successful tracking check allows a PC to locate the wagon in the foliage about 30 feet west of the clearing. It was obviously dropped from a great height (after the dragons emptied the metal it contained into their own packs). This roll also helps the PCs spot a patch of foliage that was destroyed by poison gas—the breath weapon of a green dragon.
- A roll of 7 or 8 less than the required success number uncovers tracks made by a dwarf. From their position, it is obvious that the dwarf stood with the green dragons for a significant length of time.

- On a roll of 9 or less than the required success number, a PC finds the sack of jewels that Hammerim hastily hid inside a thorny thicket. A successful appraising proficiency check indicates techniques and materials common to the craftsmanship of Clan Evilwood.

Depending on what occurs here, Hammerim gets very defensive. He blames these "Council children" for attempting to foster discordance in Majyst domain. "It must be some vile plot on the part of Grand Custodian Mykell," he hastily accuses. "I never did trust the Council and its custodians. They have their own agenda that does not match the clans." If the PCs suggest that Keryst may want to ask Hammerim some questions, Malletal orders the guard to return him to the village.

- Tracing the white dragon's path through the forest requires a successful tracking proficiency check. If the check succeeds, the dragon PCs can follow back along Snowfire's mad dash through the woods, to the shore of the island.

At the Shore

A number of things are immediately obvious if the PCs reach the beginning of the white dragon's mad flight though the forest. It was standing at the tree line, probably watching something happening on the small beach, before it took wing and fled into the deeper forest. PCs who explore the shore need to make successful observation proficiency checks (Int) or Intelligence checks at a -4 penalty to discover additional details.

- On a roll of up to 3 less than the required success number, the PCs notice the indentation of a large object in the sand nearest the water. The rising tide has obscured much of the indentation, but enough remains to hint that something large and heavy was beached here for a time. (This was the frost giants' launch, the craft that transported them from their vessel to this meeting site.)
- On a roll of 4 to 6 less than the required success number, the PCs spot a number of mud-

died tracks in the disturbed sand near the water's edge. A successful tracking proficiency check helps sort out what creatures made the tracks. There are several large, booted feet, like a dwarf's footprints but much, much bigger. There are also the small, booted prints of a dwarf, deer tracks, and dragon tracks—made by white dragons larger than the one back in the village cage.

- On a roll of 7 or 8 less than the required success number, a PC notices movement in the forest. If the group investigates, they find five marine scrags bent over the shattered body of a juvenile white dragon. The dragon obviously crawled into this hiding space before succumbing to its wounds. The wounds were inflicted by large, bladed weapons of a size too great for even the strongest dwarf to wield. The saltwater trolls came ashore to hunt, but were intrigued by the corpse of the white dragon. If the PCs do not spot them, the trolls remain hidden until the PCs depart or 50 minutes pass (the length of time remaining before the scrags must return to the sea). If the PCs do spot them, the trolls will fight to keep the body they found.

Trolls, Marine Scrags (5): Int Low (5); AL CE; AC 2; MV 3, Sw 12; HD 6+12; hp 40, 38, 33, 32, 30; THAC0 13; #AT 3; Dmg 1-4/1-4/9-16 (1d4/1d4/1d8+8); SD regeneration in water; SZ L (10'); MI. 16; XP 1,400.

- On a roll of 9 or less than the required success number, a PC finds a large gold coin partially buried in the sand. It bears the mark of Odifal, the frost-giant raider who has been terrorizing the northern isles.
- On a roll of 10 or less than the required success number, one of the dragon PCs notices that one of the trees nearest the shore has been coated with oil. The giants prepared the tree so that Naluri could easily set it ablaze when she was ready to signal them. If the PCs clean off the flammable substance, Naluri will have difficulty carrying out her plan in "Event Four."

- If the PCs want to go back even farther along Snowfire's trail, a successful tracking proficiency check at the shore will lead them to the north clearing, where the white dragons met with Malletal.

All the Northern Clearing

This clearing lies to the north of the vassal village. Nothing links Malletal to this spot initially (though later revelations, like his hidden collection of diamonds, may). However, he behaves in a very nervous manner while at this spot, especially if the PCs discover the diamond as described below.

- A successful observation roll (or Intelligence check at -4) reveals three things: this is the first place the white dragons landed upon reaching Majyst Island, there were a total of three white dragons, and small booted foot prints indicate that a dwarf was present at the same time as the dragons. From the evidence supplied by the tracks and prints, the smaller of the three dragons approached the dwarf. The dwarf showed no fear, finally walking away at a casual, unhurried pace.
- A PC who rolls better than 3 less than the required success number for the observation check notices one other thing. A single diamond gleams in the grass. It lies beside the tracks of the dwarf and small white dragon, right where the two stood together for a short time.

Nothing else can be learned at this site, and there is no other trail to pick up and follow as the dragons landed here from the sky.

Event Three: Kill the Dragon

When the PCs return to the village, a few things occur. Keryst waits patiently to hear their report. As they explain what they have discovered, they may or may not notice two dwarves approaching the cage from different directions. The single guard stationed at the gate seems unconcerned until the closer dwarf swings his battle axe free

of its harness and charges toward the cage. As the guard moves to intercept the closer dwarf, the second one tries to slip a large plate of food into the cage.

The dragon PCs must decide how they want to act. The battle axe presents an obvious danger, but the greater threat is disguised as a simple meal for the prisoner. Each part of this encounter is described separately, though the two occur simultaneously and need to be handled as such.

The guard, caught by surprise, takes a mighty hit from the battle axe and falls back in a spray of blood. "Stay out of my way, Jornak," the crazed dwarf screams. "I'm going to kill that monster before it decides to free itself and destroy all of us!" The crazed dwarf is Mordiak, who lost his wife and son to a white dragon two seasons before. He has controlled himself for as long as he could, but now he burns to take a measure of revenge out of the young white dragon. The guard refuses to fight another dwarf, plus his wound has made him too nervous to move back into the range of the battle axe. On the second round, Mordiak reaches the cage and begins slashing and hacking at Snowfire. If the PCs try to stop him, Mordiak turns his axe on them. Overcome by grief and a thirst for revenge, the crazed dwarf will fight to the death (although inventive PCs can come up with less lethal ways to restrain him). Keryst calls for Mordiak to "halt this insane activity," but the dwarf ignores him. On the fifth combat round, if the PCs have not stepped forward, Keryst moves to restrain Mordiak himself. By that point, however, Snowfire could be dead.

Mordiak, Male Dwarf Vassal: AL LN; AC 4; MV 6; F3; hp 18; THAC0 18; #AT 1; Dmg 4-11 (1d8+3); SA +1 to hit, +3 damage; SD +4 save vs. poison, wand, spell; SZ S (4'6"); ML 14; Str 18/23, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

The other dwarf is a young female who has been ordered to take a plate of food to the prisoner. She received her orders from Elder Naluri, who also prepared the meal. If no one stops her, the

dwarf delivers the plate and pushes it into the cage. When Snowfire gets a chance, he will eat some of the food. The food has been poisoned with a very strong, fast-acting ingested poison. If Snowfire makes his saving throw, he loses 1d4 points every round until the poison is neutralized or death occurs. If he fails his save, he takes 1d6 points of damage every round. If the PCs cannot help him, they can try to convince Keryst to use his innate *neutralize poison* ability. Pointing out that a mystery that might threaten all of Clan Majyst requires the information that the white possesses is enough to get Keryst to act.

Event Four: Act of Desperation

At some point in the adventure, the dragon PCs will either get close to discovering Naluri's involvement or will convince Keryst beyond a shadow of a doubt that the white dragon probably knows enough about the things they have uncovered that he needs to be questioned. When either of these things become obvious, Naluri makes one last act of desperation.

First, Naluri consumes her *potion of amethyst dragon control* and orders Keryst to protect her from the PCs. For the purposes of this adventure, Keryst fails his saving throw and falls under Naluri's control for 5-20 (5d4) rounds. During this time, Keryst uses his abilities to best advantage to keep the PCs from following or hindering Naluri. He retains enough control not to apply lethal force, though the PCs should not be aware of this. They think that the stronger amethyst is quite capable of destroying them. Once the effects of the potion wear off, Keryst will need a few rounds to recover his senses before he can be of any help to the PCs.

The dragon PCs catch up with Naluri at the shore where Snowfire witnessed her meeting with the frost giants. She will have the weapon listed in her description and a flaming torch. If the DM thinks it necessary for dramatic purposes, Naluri

can be considered to have retrieved her *dragon slayer sword +2* from her home, as well as her second *potion of amethyst dragon control*.

If the PCs wait until they defeat Keryst (or the potion's effects wear off), then they reach Naluri just as she prepares to set fire to tree as a signal to the frost giants. If a few of the PCs chase after her immediately, leaving the rest to keep Keryst occupied, then they catch her just as she bursts onto the shore and lights her torch. Either way, Naluri hopes to send her signal, and the PCs must try to keep her from accomplishing that goal.

"This is for my grandfather," Naluri shouts as she tries to set fire to the tree. "You wronged him, Gummenna! You wronged my family! Now I bring doom to Majyst! I bring the frost giants!"

If the PCs discovered the oil-soaked tree earlier in their investigations, then it is quite possible that Naluri's torch will find only live tree wood to burn. This, of course, doesn't burn very well at all. If the oil was not discovered, a single touch of the torch's flame will set the tree on fire. Once the flame catches hold, the PCs have three rounds to put it out before it blazes bright enough to signal the giants.

Naluri tries her best to keep the PCs at bay, but she isn't a true warrior type. The PCs should be able to stop her before she can touch flame to tree (if they win initiative) or at least defeat her in time to smother the flames if she succeeds. Probably the best way to accomplish that is for a dragon PC to charge into the tree, uproot it, and knock it into the sand and sea. DMs should allow any other reasonable plan to work if it is accomplished in the allotted amount of time.

No matter what occurs, Naluri fights to the death. Unless the PCs make a supreme effort to stop her without killing her, the elder battles on as long as she has breath and strength enough to wield her sword.

Concluding the Adventure

At the very least, the dragon PCs should succeed at stopping Naluri from signaling the frost giants. If they caused Naluri's final act of desperation

because they discovered her involvement, award the group 2,000 bonus experience points. If they had no idea she was behind the worst of the mysteries but they still stopped her from sending the signal, the bonus drops to 1,000 experience points. Either way, Keryst also allows the PCs to take a share of Naluri's secret treasure worth 4,000 gp—wealth given to her by the frost giants.

If the PCs uncovered Hammerim's secret dealings with the green dragons, the elder has his rank removed in shame. Keryst presents the PCs with 8,000 gp in jewels that Hammerim received for dealing in stolen metal. They also earn an experience point bonus of 1,000 points. Hammerim loses his position in the village, and further punishment awaits him at a future date.

If the PCs learned of Malletal's treachery and reveal it to Keryst, they receive 1,000 bonus experience points at the conclusion of the adventure. They also receive 6,000 gp in diamonds—part of the diamonds Malletal has accumulated over the years as gifts from the white dragons. Malletal loses his position as chief of the militia, but he is allowed to stay on at the village in a lesser capacity as his crimes were not as great as those committed by Naluri or Hammerim.

If the PCs save Snowfire's life and convince Keryst to let the very young white dragon return home, award them a bonus of 2,000 experience points. Snowfire did not maliciously invade Majyst territory, and was not out to kill any vassals or dragons. He just came along to learn to hunt and to gather additional food for the winter. He never would have been on the island if Malletal hadn't allowed it by accepting the white dragons' gift of diamonds.

Of course, it is possible that the adventure ends on a darker note. If the PCs can't keep Naluri from setting off her signal, the frost giants will arrive on the island within 1d4 hours. There is not enough time for help to be called and to arrive, so the vassal village will be on its own when the giants hit land. Keryst asks the PCs to help defend the village. They will have only a short time to prepare a suitable defense against the giants.

In this case, Odifal is not stupid. He realizes that even though the signal was sent, things may not be perfectly safe for him and his raiders. He sends only one boat to shore, keeping his other two far enough at sea that they can escape back to Glacianta should the need arise. The boat that hits land contains 12 frost giants. Once they realize that Naluri is not present to direct them to the hidden lair, they send up the retreat signal (a flaming arrow shot straight into the sky) and attempt to cast off themselves. If forced to, they will fight until the last giant falls.

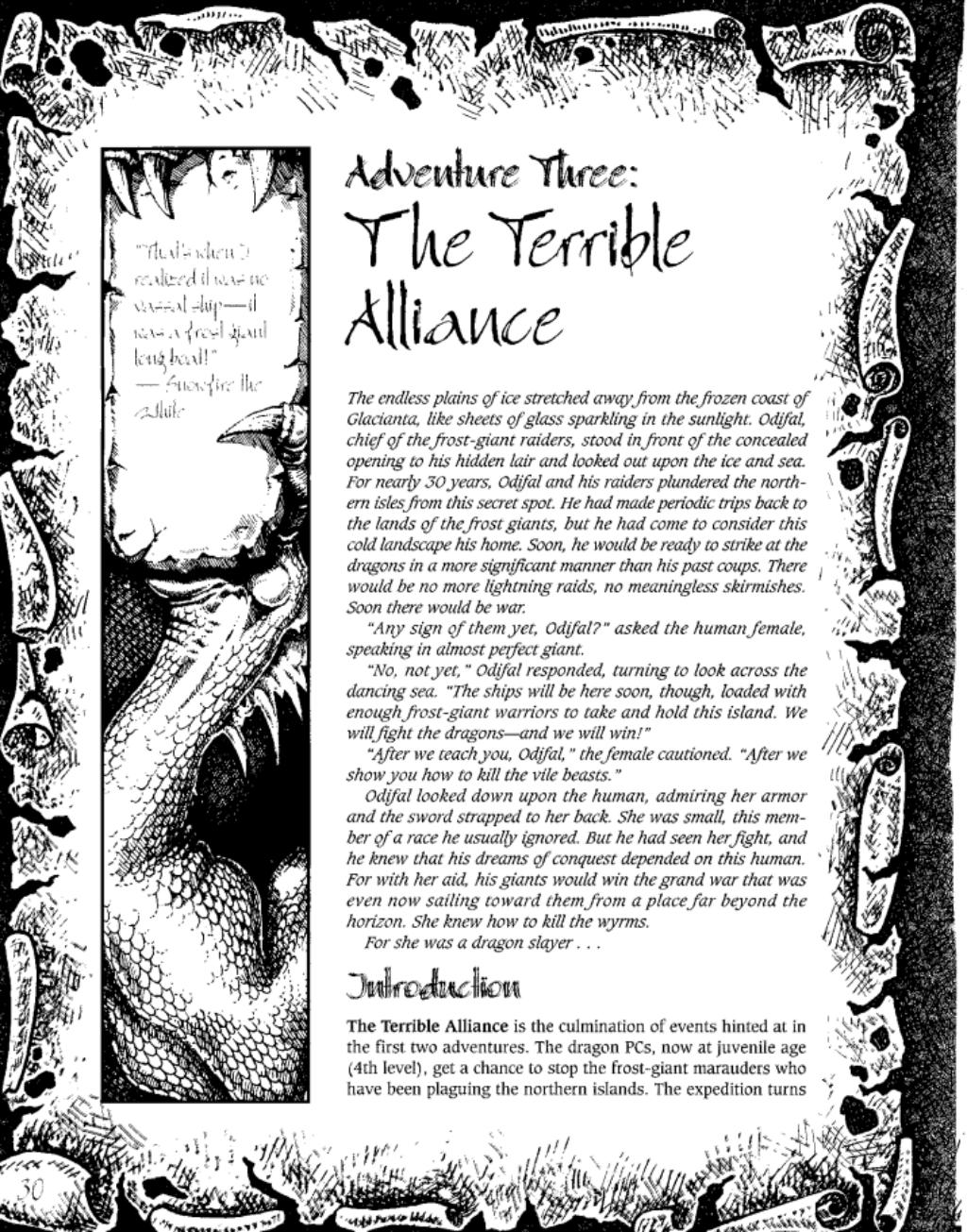
Frost-giant Raiders (12): AL CE; AC 0; MV 12 (15); HD 14+4; hp 94, 85×2, 78×4, 62×4, 54; THAC0 7; #AT 1; Dmg 11–25 (2d8+9); SA +9 damage, hurled rocks (2d10 damage); SD immune to cold; SZ H (21'); ML 13; XP 7,000.

If the PCs succeed and the signal is never sent, Odifal takes his frost giants back to their hidden lair somewhere on Glacianta's frozen coast. The major threat has been delayed for a time, though the PCs have once again uncovered evidence of the frost-giant raiders operating within the confines of the Io's Blood Island chain. A few years later, in the next adventure presented in this book, they will have an opportunity to finally confront Odifal and his raiders.

When everything is over, the PCs can gather up their rewards and the talor ring for Mykell and return to the Council Aerie. Hopefully they have learned a valuable lesson from these events—not everything they face will be as clear as black and white.

Awarding Experience

In addition to the experience awards outlined above, the dragon PCs should receive story awards based on how well they were role-played and how the adventure turned out. These awards, should range from 50,000 to 100,000 XPs.



Adventure Three: The Terrible Alliance

"Odifal didn't realize it was no
casual slip—it
was a frost-giant
long-head!"
—Snowfire the
Allite

The endless plains of ice stretched away from the frozen coast of Glacianta, like sheets of glass sparkling in the sunlight. Odifal, chief of the frost-giant raiders, stood in front of the concealed opening to his hidden lair and looked out upon the ice and sea. For nearly 30 years, Odifal and his raiders plundered the northern isles from this secret spot. He had made periodic trips back to the lands of the frost giants, but he had come to consider this cold landscape his home. Soon, he would be ready to strike at the dragons in a more significant manner than his past coups. There would be no more lightning raids, no meaningless skirmishes. Soon there would be war.

"Any sign of them yet, Odifal?" asked the human female, speaking in almost perfect giant.

"No, not yet," Odifal responded, turning to look across the dancing sea. "The ships will be here soon, though, loaded with enough frost-giant warriors to take and hold this island. We will fight the dragons—and we will win!"

"After we teach you, Odifal," the female cautioned. "After we show you how to kill the vile beasts."

Odifal looked down upon the human, admiring her armor and the sword strapped to her back. She was small, this member of a race he usually ignored. But he had seen her fight, and he knew that his dreams of conquest depended on this human. For with her aid, his giants would win the grand war that was even now sailing toward them from a place far beyond the horizon. She knew how to kill the wyrm.

For she was a dragon slayer . . .

Introduction

The Terrible Alliance is the culmination of events hinted at in the first two adventures. The dragon PCs, now at juvenile age (4th level), get a chance to stop the frost-giant marauders who have been plaguing the northern islands. The expedition turns





more dangerous when the PCs discover that ancient enemies of the lo's Blood dragon clans are involved—dragon slayers!

Designed for four to six juvenile dragons and their Kindred, **The Terrible Alliance** sends the PCs north to investigate what may be the hidden lair of Odifal the frost giant and his raiders. The PCs have just awakened from the *dragon sleep* that advanced them to 4th level and are preparing to finally leave the Council Aerie. The time has come to return to their respective domains. Before they depart, however, Grand Custodian Mykell has one last thing she needs the PCs to do.

A few notable characters from the previous adventures appear in this one. If any of these characters died as a result of play, substitute new names and personalities as you see fit. These recurring NPCs include: Snowfire the white dragon, Krug Bonebreaker the ogre leader, and Odifal the frost-giant chief.

Overview

Just as the dragon PCs prepare to depart from All Clans Island at the end of their service to the Council of Wyrmz, Mykell approaches them with one final task. A white dragon recently arrived on the island with important news about the frost-giant raiders who have been causing so much trouble and concern. If Snowfire survived **Adventure Two: Color Blind**, then he is the white dragon who waits to speak with the Council's representatives. If not, it is another juvenile white from Clan Frostwind.

The white brings news that while he was flying near the coast, he saw a ship enter a large crack in the frozen cliff side. The ship was much too big to be a vassal vessel. The white dragon believes it was going to the lair of the frost-giant raiders. Mykell decides that this news warrants some sort of investigation, so she asks the PCs to perform one last service before they leave.

With the help of the white dragon, the PCs reach the presumed location of the frost giants' lair. The dragons could fly into the huge cave

opening, following the flow of the Ice Sea. This route, however, is rife with danger and deadly surprises. The better course is to send the dragon's kindred in through one of the smaller caves to scout the interior.

In any case, the PCs eventually enter the frozen caves. Exploration soon gives way to battle as the PCs must face a variety of creatures loyal to the giants, including ogres, winter wolves, ice trolls, and yetis. The frost giants themselves make terrible foes, especially when they unleash a pair of remorhaz into the caves. Finally, the major confrontation takes place—the dragon PCs engage in deadly combat with Odifal and his dragon slayer allies.

In the end, the PCs should know about the plans Odifal and the dragon slayers have worked out. A huge fleet of frost-giant war ships—loaded with frost-giant warriors—is en route to Glacianta to provide the dragon slayers with an army to send against the dragons. If the PCs win against the frost-giant raiders, they should have time to rally a force of Glacianta dragons great enough to repel the approaching warships. The adventure ends with time enough to gather a dragon army, and it also leads to a perfect opportunity to play a session of the Council of Wyrmz. Can the PCs convince the Council to send a larger force to bolster the dragons of Glacianta? That could be the starting point of another adventure, and suggestions for developing that storyline are provided.

Starting the Adventure

The Terrible Alliance opens on All Clans Island, on the great plain in front of the Council Aerie. Read the following passage aloud.

Another period of dragon sleep has ended, and now you and your clutch companions have advanced to the age of juvenile—gaining all of the powers and abilities that go along with that age. Your time of learning with the Council's custodians has passed, and you are free to return to your clans. The custodians hope you take the lessons of

cooperation and harmony back with you, but who knows what demands the rigors of clan life will place upon the Council's lofty ideals?

Your kindred stand ready, waiting for the signal to take their places atop your backs. Soon you will take to the air and fly, leaving these childhood companions behind. Part of you is impatient with longing. Part of you wishes that things could remain as they have been. The vassals and custodians who have been closest to you wish you well. Before you can depart, however, you hear the familiar voice of Mykell call.

"One moment, young masters," Mykell calls as she swoops down from the aerie's entrance level. "May I speak with you before you go?"

Mykell lands nearby and addresses the PCs in her great, calm voice. "I have just received some information that needs to be verified or disputed before the Council can take action," she explains. "Could you perform one last task for me before you go?"

If the PCs agree, proceed to "Event One: News From a White Dragon." Before that, examine the information presented under "Things to Know" for details on important characters and features in this adventure.

Things to Know . . .

The following information provides DMs with facts about a variety of subjects vital to this adventure. These subjects include the dragons of Glacianta, the raiders' lair, the frost giants, and the dragon slayers. Statistics, descriptions, and role-playing notes are included in each section.

. . . About the Dragons of Glacianta

The white dragons of Clan Frostwind and the amethyst dragons of Clan Corum control domains relatively close to the lair of the frost-giant raiders. In fact, the lair is located within the bounds of Frostwind domain. Snowfire (or whichever juvenile white dragon the DM decides to use) approached his clan leaders about what he saw,

but the leaders were not interested. They acted nervously when he mentioned it, perhaps even frightened. They dismissed the news and told young Snowfire to forget about it. Instead, Snowfire went to see the Council custodians.

The white dragons of Clan Frostwind have suffered the most from the raids of Odifal and his frost giants. This has not made the dragons intent on destroying them. It has instead made them more frightened of their ancient enemies. The leaders of the clan have come to believe that the best way to deal with the frost giants is to give them what they want when they make one of their periodic raids. Better to turn over a hatching or two, the leaders believe, than to lose many grown dragons to the axes and boulders of the giants.

The amethyst dragons of Clan Corum have had less contact with the raiders. While they consider the frost giants to be frustratingly troublesome, they do not see them as a significant threat. For this reason, the amethyst dragons have not gone out of their way to hunt down the raiders. They do, however, keep a watchful eye for their approach in order to keep damages and losses due to raids at a minimum.

If the PCs approach the white dragons with evidence that a frost-giant army is on its way to Glacianta, they will first have to get past the suspicion directed at them, the fear that grips the clan, and the general distrust the clan has for strangers. If they seek out Snowfire's help, the PCs will have an easier time convincing the white dragons to take action. With the proper amounts of respect, proof, and a stirring call to arms, the PCs can muster a force of 30 white dragons to send against the coming frost-giant armada. These dragons range in age from young to old, and they will be accompanied by a similar number of vassal warriors.

The PCs may also seek help from Clan Corum after they discover what Odifal and his allies have planned. Without compelling evidence, the amethyst dragons refuse to take the threat posed by the frost giants too seriously. Under no circumstances will they (or the white dragon clan, for that matter) send dragons or vassals to help



the PCs clear out the raiders' lair. If the PCs obtain sufficient proof of a dire threat, such as a piece of dragon slayer armor or Odifal's battle maps from the lair, the clan will provide 15 dragons of juvenile to mature adult age to help fend off the invasion force.

... About the Raiders' Lair

The lair of the frost-giant raiders is located within a series of frozen caverns on Glacianta's southeast shore. A river of sea water flows through the great crack in the ice-covered, miles-high cliff side that leads into the caverns, connecting them to the Ice Sea. Inside, the river passes a number of natural chambers, finally ending in a bay where the raiders dock their long boats.

In addition to the frost-giant raiders and their servants, some of the chambers still house the monsters that lived there before the coming of the giants. Some of these monsters, like the ice trolls, cooperate with the giants to a certain extent. Others, like the remorhaz, stick to themselves or are even hostile to the giants and their servants.

Details on the individual chambers and the encounters that occur within them are provided in the next section, "Lair of the Frost Giants." This section also lists all the relevant statistics for the monsters occupying the caves.

Special Note: At any given time, two pairs of wolves patrol the caves (locations 12 to 22). They encounter player character parties on a roll of 1 on 1d10, check each turn. *If the caves are on alert*, the encounter chance increases to 1-3 on 1d10, and the wolves will be accompanied by a frost giant from area 15.

Winter Wolves (12): Int Avg (8); AL NE; AC 5; MV 18; HD 6; hp 46, 45, 39, 34, 29, 27, 25, 24, 21, 18, 16, 15; THAC0 15; #AT 1; Dmg 2d4; SA frost breath (once every 10 rounds, all within 10 feet, 6d4 points of cold damage, save vs. breath weapon for half); SD immune to cold-based attacks, fire-based attacks cause an additional point of damage per die; SZ L (12'); ML 14; XP 975.

... About the Frost Giants

The frost giants occupying the ice caves come from the lands beyond the Ice Sea. This particular band follows the raiding chief Odifal, a powerful, ambitious frost giant with strong ties to the rulers back home. They have been active in the lo's Blood chain for nearly 30 years, plundering vassal villages and attacking lone dragons whenever the opportunity presented itself. Odifal has acquired help in his campaign against the dragons. He has hired ogre gangs to steal dragon eggs, employed disgruntled vassals to pass along details of trade routes and other important information, and even urged other monsters to wreak havoc upon the dragon domains. Not everything can be attributed to Odifal, but in more than a few cases his influence can be seen.

From the first raid he was taken on as a young frost giant, Odifal has found meaning and excitement in the plunderer's life. His first raid was in the company of older frost giants who came to lo's Blood to hunt white dragons. Their hides had a number of uses by the frost giants, especially as the primary material in armor and shields. Odifal himself saw a wealth of opportunity for raiders who were brave enough and ambitious enough to remain on the dragon islands for long periods of time. But that wasn't his only reason for starting his campaign against the dragons.

As the raiding party was returning to its ship on that long ago day in young Odifal's life, a venerable white dragon swooped out of nowhere. Its powerful breath weapon killed Odifal's beloved older brother before the raiders could recover and deal their own blows upon the dragon. Odifal vowed to avenge his brother's death, and after all these years he may finally get the chance.

The raiders have been plundering dragon domains in the northern isles. Periodically, Odifal sends ships back to the giant lands beyond the Ice Sea to trade and sell the plunder for supplies. Recently, his raiders met up with a pair of humans who were much more advanced and civilized than the humans who live among the lo's Blood islands. These

humans—these dragon slayers—convinced Odifal that they could help him wage war on the dragons. "If you can raise an army," the female dragon slayer explained, "I can help you lead it to victory!"

After much negotiation and the promise of unimagined riches, Odifal convinced the other frost-giant chiefs to contribute warriors to his cause. The final arrangements have been made, the last deals struck. Now one of Odifal's vessels leads a small armada of giant war ships toward Io's Blood—a total of eight ships and 240 seasoned warriors. While this is not a huge army, it is large enough to cause considerable damage to the clans of Frostwind and Corum on Glacianta's shores. The war ships will arrive approximately two draconic weeks (24+1d20 days) after the dragon PCs reach the frost-giant lair. This does not give them a lot of time to defeat the raiders and prepare for the invaders' arrival.

Odifal fights savagely against dragons—especially against white dragons. While he leads his raiders by example and has never run from a fight, if things are not going his way he will attempt to flee. Odifal should be played as a powerful, intelligent warrior whose only blind spot is his obsessive hatred of dragonkind. He fights with bold tactics and fierce determination, never seeking or giving quarter. He should be played as the deadliest foe the dragon PCs have encountered thus far in their short lives.

Odifal, Frost-giant Raider Chief: Int Very (11); AL CE; AC -2; MV 12 (15); HD 14+4; hp 106; THACO 5; #AT 1; Dmg 14-28 (2d8+12, *battle axe* +3); SA +9 damage (Strength), +3 to hit and damage (axe), hurled rocks (2d10 damage); SD immune to cold; *ring of fire resistance*, *two scrolls of protection from dragon breath*; SZ H (21'); ML 17; XP 9,000.

Frost-giant Raiders (30): Int Avg (9); AL CE; AC 0; MV 12 (15); HD 14+4; THACO 7; #AT 1; Dmg 11-25 (2d8+9); SA +9 damage, hurled rocks (2d10 damage); SD immune to cold; SZ H (21'); ML 13; XP 7,000.

... About the Dragon Slayers

The human dragon slayers recruited by Io's avatar were nearly wiped out in the defeat they suffered to the combined forces of dragonkind. Over the centuries since that fateful battle, the human descendants of the dragon slayers have taken two divergent evolutionary paths. Those descended from the few slayers who survived in the isolated Io's Blood wilderness are little better than savages. Those who continued the line back in the human lands maintained their disciplines and fighting techniques, although the war seriously depleted their numbers.

Thus, in the human lands, the dragon slayers survived as a band dedicated to Io and the teachings of his avatar. The band retains the knowledge to forge the armor and weapons of the dragon slayers, but the skill to construct the great sailing ships was lost. Sentiment has also gone against the dragon slayers. The majority of humans have no interest in resuming the ancient war. The dragon slayers, however, do. Any dragon slayers the PCs meet will be from the human lands—and these will be rare meetings indeed. The descendants of the dragon slayers who live on the Io's Blood islands are too primitive to retain their ancestral heritage.

The band has sent two of its best members to scout the dragon islands and determine what the great beasts are up to. Daress and Kandoz have been exploring the islands for a number of months, eventually coming into contact with the frost-giant raiders. Daress saw an opportunity to strike at the dragons without mustering the human forces—who currently have no way to transport a large army to Io's Blood in any event. Daress was able to convince Odifal that he could win a war against the dragons. If he could gather enough warriors, Daress and Kandoz could instruct them in the art of battling dragons and lead the giant troops to victory. Odifal agreed and, even better, convinced the frost-giant chiefs to contribute warriors to the effort.

Daress and Kandoz do not expect the frost giants to win a decisive victory. They do expect

them to cause enough damage to weaken a few of the dragon clans. These weak spots can later be used by the dragon slayers as starting points in their own renewed war effort.

While destroying the two dragon slayer scouts would be a wonderful accomplishment for the dragon PCs, DMs may want to have at least one of the slayers escape to become a recurring villain. Even though the humans have no current plans to launch another war, the presence of a dragon slayer should make the PCs think that such a war might be on the horizon.

Daress, Female Dragon Slayer: AL LE; AC -1 (*dragon slayer plate mail*, Dex bonus); MV 12; F12; hp 87; THAC0 9; #AT 3/2; Dmg 1d8+4/1d12+4 (*long sword +1*); SA +2 to hit dragons (+4 vs. gold dragons), +13 damage (Strength and slayer bonus), breath stun, great blow, wing attack (see Book Two); SD immune to dragon fear, save vs. breath weapons for half or no damage; *ring of fire resistance*; SZ M (6'1"); ML 19; XP 4,000. Str 16, Dex 17, Con 16, Int 12, Wis 11, Cha 14.

Kandoz, Male Dragon Slayer: AL LE; AC 0 (*dragon slayer plate mail*, Dex bonus); MV 12; F11; hp 76; THAC0 10; #AT 3/2; Dmg 1d8+9/1d12+9 (*long sword +1*); SA +17 damage (Strength and slayer bonus), +2 to hit dragons (+4 vs. silver dragons), breath stun, great blow, wing attack (see Book Two); SD immune to dragon fear, save vs. breath weapon for half or no damage; *ring of warmth*; SZ M (6'8"); ML 17; XP 3,500. Str 18/00, Dex 16, Con 15, Int 10, Wis 8, Cha 12.

Lair of the Frost Giants

The Ice Sea slaps the frozen cliffs of Glacianta that rise almost a mile above the water on the island's southeast shore. Four openings lead into the lair of the frost-giant raiders in this area. A wide waterway flows into the caves of ice and stone. This serves as the primary entrance for the frost giants and their vessels. Along the cliff face, three

cave mouths open into chambers that connect to the main lair. These cave mouths open onto exterior ledges that lead up to the top of the cliff. The monsters that live in these caves come and go from these points to engage in daily hunts.

Locations within the lair are noted on the map on pages 38 and 39, and descriptions are given below. Statistics are provided for all creatures living in the caves. Statistics for the frost giants and the dragon slayers can be found above in "Things to Know."

1. The River. The waters of the Ice Sea flow into the caves, cutting through them in the form of a river of icy water. The river enters the cliff side through a huge, 150-foot-wide, 300-foot-high crack in the rock. The giants travel the river on their giant-sized longboats. The water level rests about 50 feet below the top of the gully the river flows through. To each side of the gully, huge caves cut farther into the cliff's interior. The river ends in a three-pronged bay. Here, the giants have constructed docks for their ships.

Great icicles hang from the ceiling of the cave. The giants do not discourage the presence of these jagged points of ice, for they form an obstacle to flying creatures—like dragons. The sharp points of ice, dropping almost 100 feet from the ceiling like thousands of teeth, force flying creatures to travel closer to the spears, boulders, and axes of the giants.

2. Giant Guards. Three frost giants are stationed in this chamber at all times. They watch for intruders and serve as the first line of defense for the caves. If the giant guards need immediate assistance, they can call to the ogres across the river for help. The chamber contains a large gong that the giant guards can use to alert the rest of the lair to danger, a giant-sized table and chairs, a supply of frozen meat to snack on, and a cache of boulders (six each). A bridge spans the river, connecting this isolated chamber to the ogre caves on the other side.

3. Ogre Guards. Three connected chambers

house the tribe of ogres that serves the frost giants. Four extremely powerful ogres are usually stationed in the first chamber, talking to the giant guards across the river, playing with their trained polar bears, or sleeping. In theory these ogres are supposed to be guarding the caves beyond, but they have grown lax over the years as nothing has ever threatened the caverns.

If alerted to trouble, one of the ogres runs back to the common chamber (location 5) to warn the chieftain and the rest of the tribe. The remaining three guards order the trained polar bears to fight beside them as they battle to defend the cave. They will also call to the giants for aid, or go to the aid of the giants in the event that invaders strike in that direction.

Ogre Guards (4): Int Avg (9); AL CE; AC 3; MV 9; HD 7; hp 38, 35, 30, 27; THACO 14; #AT 1; Dmg 1d10+6/3d6+6 (two-handed sword); SA +3 to hit, +6 to damage; SZ L (10'); ML 12; XP 650.

Polar Bears (5): Int Semi (4); AL N; AC 6; MV 12, Sw 9; HD 8+8; THACO 11; #AT 3; Dmg 1d10/1d10/2d6; SA hug (18+ on paw hit inflicts 3d6 additional damage) after being reduced to; SD aggressiveness (fight 1d4+1 rounds 0 to -12 hp); SZ H (14+); ML 10; XP 1,400.

4. Refuse Chamber. The ogres who serve the frost giants periodically clean the caves. Much of the garbage is carried to this chamber. The ogres do not mind the proximity of the refuse, for they often find unexpected treasures buried in the mounds of trash.

The ogres keep a hatchling green dragon in this chamber. Captured during one of the ogres' raids on a Clan Darkcloud hatchery, the baby dragon is chained to the cold stone wall in the south corner of the chamber. The ogres like to tease and abuse the dragon, who is weak and ill due to lack of adequate food and water, its surroundings, and the beatings it has suffered. The green dragon is afraid of anyone who approaches it, including the dragon PCs. If the PCs manage to

find the hatchling, it will be too weak to aid them but its family will be grateful if it is returned to the clan safely. If they rescue the hatchling and return it to Darkcloud Domain, award the PCs an additional 2,000 XPs.

If the lair has not been alerted, the PCs find four ogre youths teasing the green hatchling. The youths try to fight once they notice the dragons, but they have little chance against the dragon PCs. They could pose a bit of a problem for kindred, however.

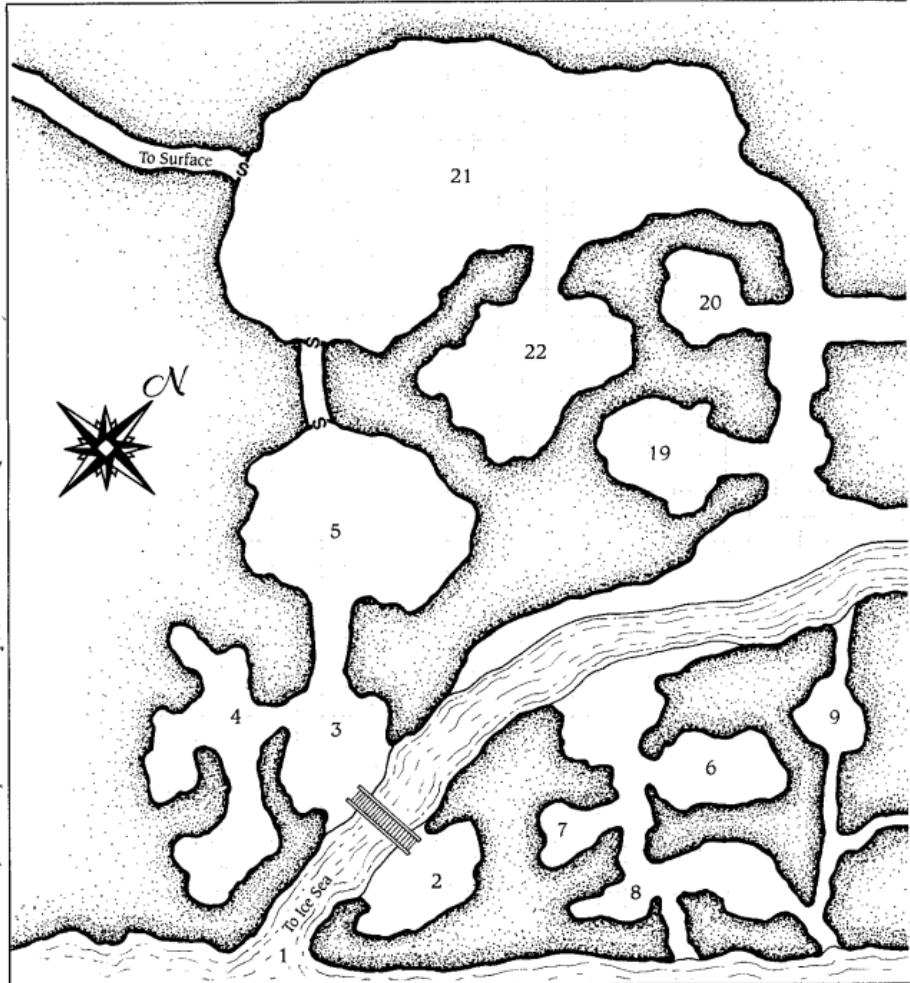
If the lair has been alerted, the PCs will find only the green dragon hatchling.

Ogre Youths (4): AL CE; AC 6; MV 6; HD 1-1; hp 7, 7, 6, 5; THACO 20; #AT 1; Dmg 1d6; SZ M (5'); ML 9; XP 25.

5. Ogre Common Room. The ogres who serve the frost giants live in this large chamber. Cooking fires, sleeping mats, and even a few tents fill a portion of the cave. The ogres work as servants to the frost giants, keeping the caves clean and doing various chores. They also act as guards and raiders in their own right, doing Odifal's will for the wealth and excitement it brings. In addition to a chieftain, eight guards (four of which can be found in location 3), and 18 male ogre warriors, the tribe has 22 females, 12 youths, and one ogre shaman.

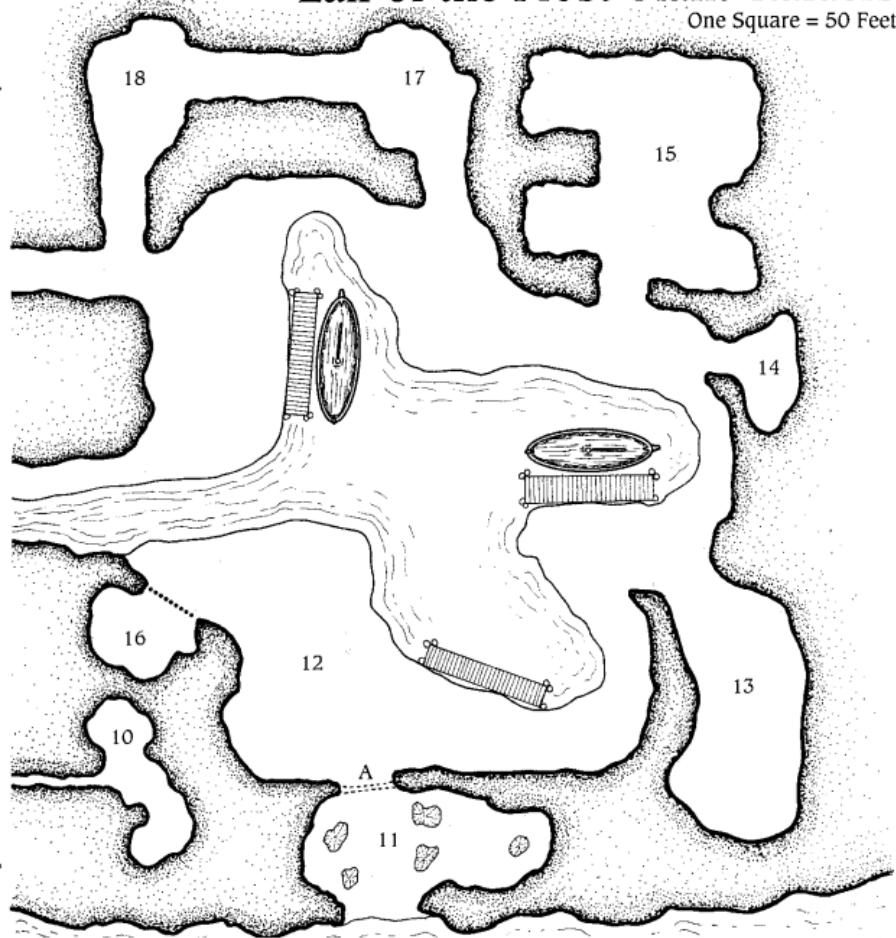
Krug Bonebreaker has risen to become the leader of this ogre tribe, and he will remember any of the dragon PCs who did any significant amount of damage to him in the battle of the aerie hatchery 26 years ago. If Krug was killed in that battle, a different ogre serves as leader (but use the same statistics presented below). The shaman is always near the leader when both are in the caves, and four of the guards accompany the chieftain wherever he goes.

The ogres are very loyal to Odifal and the frost giants. They have had a long, mutually beneficial relationship. They fight to the death to protect their own chambers and to aid the frost giants against any invaders.



Lair of the Frost Giant Raiders

One Square = 50 Feet



A secret door hidden in the wall of this chamber leads to the frost giant's great hall. The passage connecting the two chambers is 50 feet wide and 30 feet high. The ogres use it regularly to enter the frost-giant caves so they can perform their expected duties. The giants only use the passage in emergencies.

The ogres have a small treasure hoard hidden under a large rock near the leader's tent. The hole beneath the rock contains gems, precious stones, and coins worth a total of 3,368 gp.

Krug Bonebreaker, Ogre Leader: Int Very (11); AL CE; AC 1; MV 9; HD 9; hp 48; THACO 12; #AT 3/2; Dmg 1d10+7/2d6+7 (*halberd +1*); SA +4 to hit, +6 to damage; SD potion of extra healing; SZ L (10'); ML 14; XP 975.

Ogre Shaman: Int Avg (9); AL CE; AC 5; MV 9; HD 3; hp 22; THACO 18; #AT 1; Dmg 2d4+6/1d6+6 (*lucern hammer*); SA +2 to hit, +6 to damage, spells; SD spells, *potion of fire breath*; SZ L (9'); ML 13; XP 650. Spells: 1st level—*cure light wounds*, *magical stone*; 2nd level—*chant*.

Ogre Male Warriors (18): Int Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 21 each; THACO 17; #AT 1; Dmg 1d6+6/1d3+6 (*club*) or 1d6+6/1d8+6 (*spear*); SA +2 to hit; +6 to damage; SD nil; SZ L (9'); ML 12; XP 270.

Ogre Females (22): Int Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 19 each; THACO 17; #AT 1; Dmg 2d4; SA nil; SD nil; SZ L (9'); ML 11; XP 270.

6. Yeti Cave. A small yeti clan lives in this ice-filled chamber. The clan serves the frost giants, guarding entry to the lair through the small cave openings leading to the ledges that run along the cliff face overlooking the Ice Sea. In return, the yetis receive extra food and a small amount of precious metal, which the creatures enjoy looking at.

If the kindred PCs enter the lair through the small cave openings, a yeti guard surprises them on a 1-7 on a roll of 1d10. The yeti fights sav-

agely, and the noise of combat attracts the other yetis and the occupants of locations 7 and 8.

The yetis have a small amount of treasure given to them by the giants and collected from vassals they have captured while hunting. The treasure totals 913 gp.

Yeti (6): Int Avg (8); AL N; AC 6; MV 15; HD 4+4; hp 24, 23, 22, 21, 19, 16; THACO 15; #AT 2; Dmg 1d6/1d6; SA chilling squeeze (on natural 20, 2d8 hp cold damage), surprise gaze (if surprised, save vs. paralyzation or go rigid with fright for 3 rounds; paralyzed victim suffers automatic hits by both claws and is squeezed); SD immune to normal cold, invisible in snow or ice; SZ L (8'); ML 13; XP 420.

7. Winter Wolf Pack. A pack of winter wolves occupies this cave. The wolves are on good terms with the yetis. Each leaves the other to live as they see fit. These wolves are wild, coming and going as they please. They hunt the land above, ranging far and wide along the frozen shore as well as into the snowy interior of the island. Unlike the domesticated pack that lives within the giants' caves, this pack does not serve the frost giants. They tolerate the giants, and even accept the food that is sometimes left in the unoccupied cave nearest the river.

The winter wolves defend their territory from all intruders, including the kindred and dragon PCs. If forced into combat, the wolves use their breath weapons first before rushing in with snapping, tearing jaws.

In addition to the adult members of the pack, there are five winter wolf cubs nestled toward the rear of the icy chamber. The cubs do not fight, but the female* who protects them receives attack and damage bonuses against foes who come too close to the cubs: +2 to hit, +2 damage.

Winter Wolves (8): Int Avg (8); AL NE; AC 5; MV 18; HD 6; hp 34, 29, 28, 25*, 24, 22, 15, 15; THACO 15; #AT 1; Dmg 2d4; SA frost breath (1 per 10 rounds, all within 10 feet, 6d4 points of

cold damage, save vs. breath weapon for half); SD immune to cold-based attacks, fire-based attacks cause an additional point of damage per die; SZ L (12'); ML 13; XP 975.

8. Chamber of White Pudding. This side chamber has a cracked ceiling. Snow falls from the opening, filling the chamber with mounds of cold, white powder. Entering this cave can be deadly to both bonded demihumans and dragons, for the snow and ice is home to three white puddings.

One of the deadly puddings stretches across a patch of snow about 20 feet into the cave. There is a 50% chance that the pudding will be mistaken for a thin layer of ice atop the snow. If it is mistaken, it gains surprise automatically. It waits until the PC is very close or even steps into it before it strikes. Once this pudding attacks its victim, the other two drop from the ceiling in search of their own victims. If bonded demihumans enter the cave, each pudding attacks a separate character. If dragon PCs enter the cave, the pudding hiding on the floor combines its attacks with one of the ceiling puddings, probably causing a massive amount of damage to one dragon. The third pudding drops upon a different dragon PC.

Each hit by a weapon or a dragon's claws divides a pudding into smaller ones. Each of these smaller puddings attacks just as the original, able to cause the same amount of damage.

White Puddings (3): Int Non- (0); AL N; AC 8; MV 9; HD 9; hp 55, 52, 37; THACO 11; #AT 1; Dmg 7d4; SA dissolve animal and vegetable material in a single round; SD immunities (acid, cold, poison), lightning bolts and blows divide puddings, fire and magic missiles do normal damage; SZ L (8'); ML special; XP 1,400.

9. Ice Troll Cave. A tribe of 12 ice trolls inhabit this cave. The trolls cooperate with the frost giants, often trading with them or agreeing to an infrequent joint venture of some sort. The trolls often trade treasure for demihuman slaves.

A small pool of shallow water stands in one cor-

ner of the cave. The ice trolls will attempt to battle while standing in the pool to make the best use of their regenerative powers.

If intruders enter the caves and connecting passages claimed by the tribe (locations 9 and 10), the ice trolls try to subdue them to add them to their slave pen. If the intruders are dragons, the ice trolls send a few members of the tribe to warn the frost giants.

The leader of this tribe of ice trolls wields an old long sword and is slightly more powerful and skilled than his followers. He always rushes to the front of any battle, leading his tribe by example and strength of arms.

Among the possessions stored in the cave are various bits of treasure worth a total of 6,650 gp. They also have a pearl of power taken from a captured elf wizard. The pearl allows a mage to recall one 2nd-level spell per day.

Ice Troll Leader: Int Avg (9); AL CE; AC 6 (leather armor); MV 9; HD 4; hp 23; THACO 17; #AT 2 or 1; Dmg 1d8/1d8 (claws) or 1d8+4 (long sword). 1d12+4 vs. large opponents; SA nil; SD regenerate 2 hp/round in water, immune to cold, fire-based attacks cause double damage, fire and acid damage does not regenerate, can be hit only by +1 or better weapons; SZ L (8'); ML 11; XP 650.

Ice Trolls (11): Int Avg (8); AL CE; AC 8; MV 9; HD 2; hp 13, 13, 11, 10, 9, 8, 8, 8, 7, 7, 5; THACO 19; #AT 2; Dmg 1d8/1d8 (claws); SA nil; SD regenerate 2 hp/round in water, immune to cold, fire-based attacks cause double damage, fire and acid damage does not regenerate, can be hit only by +1 or better weapons; SZ L (8'); ML 11; XP 175.

10. Ice Troll Slave Pen. This cave is used by the ice troll tribe to hold their demihuman, human, and humanoid prisoners. These captives are well fed on grains and vegetables, keeping them healthy for when the trolls decide to use them for food.

There are currently seven captives within this



chamber: four gnome vassals from Clan Frostwind, two kobolds, and an elf (half-dragon). The ice trolls do not know that the elf-looking captive is actually a half-dragon.

If the PCs free the captives, only the half-dragon agrees to aid them if they ask for help. The others want to return to their homes and families as quickly as possible and prefer to take their chances in the wilderness than wait around in these caves. Award the PCs an additional 3,000 experience points if they release the ice trolls' slaves. The half-dragon will refuse to provide assistance if the dragon PCs treat him with rudeness and contempt.

A pool of icy water fills part of this chamber. If fighting in this location, the ice trolls attempt to do so while standing in the shallow pool.

Nadrus, half-dragon male (silver dragon/elf): AL LG; MV 12; F5; hp 34; THAC0 16; #AT 1 or 2; Dmg by weapon or 1-4/1-4 (claws); SA +1 to hit with bow, short sword, long sword; SD 90% resistant to *charm* and *sleep*, immune to cold, *feather fall* (1/day), 60' infravision; SZ M (7'); ML 11; Str 15, Dex 14, Con 13, Int 11, Wis 16, Cha 15.

11. Remorhaz Lair. Two remorhaz nest in this cave. A significant number of ice pillars make it difficult to see very far into the cave. PCs entering through the large cave opening receive only subtle hints that something large and nasty lives beyond the pillars. Smooth, rounded depressions have been carved into the thick layer of ice that coats the cave floor. These depressions are very slippery, and any kindred PCs (or even dragon PCs) forced to fight while standing in one do so with a -4 to hit penalty and a -2 Armor Class penalty.

The remorhaz do not take kindly to intruders in their lair. They attack with ferocious anger, even if the intruders are dragons. The first remorhaz emerges from the deep shadows beyond the frozen pillars, striking with a swiftness that should surprise most opponents. Intruders receive a -4 penalty to surprise rolls made against this attack.

After 1d4 rounds have past, the second remor-

haz leaps out of the shadows and opponents receive the same surprise penalty. Player characters will negate this penalty if at least one of the party is actively watching the shadows for more creatures.

Obviously, attempting to enter the frost-giant caves from this direction can be extremely dangerous. The remorhaz fight to the death to protect their home. If the PCs do manage to defeat them, they can locate the concealed opening into the frost giants' lair (marked A on the map). At this spot, Odifal had his giants smash a hole in the wall while the remorhaz were out hunting. He then sealed the hole with a thin layer of ice. If intruders have breached the rest of the lair's defenses, the giants can smash the ice and release the remorhaz into their caves. If things are really going badly, they know they can use the makeshift exit to flee the caverns.

Remorhaz (2): Int Animal (1); AL N; AC 0 (head 2, underbelly 4); MV 12; HD 13; hp 58, 57; THAC0 7; #AT 1; Dmg 6d6 (bite); SA swallow on natural 20 (victim 14' tall or less, death instantaneous from intense heat), heat lash (creatures coming in contact with back suffer 10d10 points of heat damage); SD melt metal (nonmagical weapons melt on contact with back); SZ G (39'); ML 14; XP 9,000.

Note: Locations 12-20 are patrolled by winter wolves (see lair note on page 34).

12. Frozen Lagoon. The river ends in a three-pronged bay in this large, airy cavern. Three docks have been built into the water, and two giant long boats are currently moored here. The third dock is empty. Various tools, ropes, and other items needed to keep the boats in good repair lie scattered upon the frozen ground in this cave.

If the giants have not been alerted, there is a 1 in 6 chance that 1d4 frost giants will be working on the boats. There is also a 1 in 10 chance that a pair of winter wolves will enter the chamber each turn as they patrol the caves.

If the giants have been alerted, half of the

giants from location 15 will be here, along with Kandoz the dragon slayer. As long as Kandoz is alive and not engaged in melee, he is assumed to be giving orders and devising tactics. In this case, all of the frost giants with him fight at +1 to hit and +1 damage.

Two giants stand ready to fire the pair of double ballistae aimed at the chamber opening. The ballistae are stationed at the spot marked "B" on the map on pages 38 and 39. Each ballista can be operated by a single giant and can hurl two projectiles before it needs to be reloaded. The projectiles have a range of 960 feet, cause 3d6 damage (2d6 to man-sized or smaller targets), take two rounds to reload, and have a THAC0 of 9 (when used by a frost giant).

The spot marked "A" on the map indicates a thin layer of ice covering an opening in the cave wall. This opening leads to the remorhaz lair (location 11). If Odifal believes his giants need help, he orders the ice smashed to release the polar worms into the caves. The opening can also be used as an emergency exit.

13. Treasure Cave. The treasure gathered by the frost giants on their most recent raids can be found here. Gems, precious metals, vassal-crafted weapons and armor, pearls, draconic jewelry, dragon pelts, and other stolen treasures totaling 139,826 gp fill this cold chamber. If the kindred PCs were captured as a result of "Event Three," then their armor and weapons will be scattered among the items in this chamber.

A colony of six ice toads inhabit this cave, guarding it on behalf of their frost-giant masters. In exchange for their services, the giants provide food and a portion of the treasure to toads. The ice toads' stash totals 9,875 gp worth of gems, mostly diamonds, which the toads love.

Any nongiants who enter the chamber must face the wrath of the ice toad guardians. The ice toads have worked out tactics to use against intruders and thieves. Once each round, three of the toads generate spheres of cold to increase the damage directed at the intruders. They use this

attack in addition to their vicious bites.

If the intruders appear particularly powerful, one of the toads flees the cave in order to warn the giants and send out a call for help.

Ice Toads (6): Int Avg (9); AL N; AC 4; MV 9, hop 9; HD 5; hp 31, 28, 25, 24, 21, 13; THAC0 15; #AT 1; Dmg 3d4 (bite); SA radiate cold (10' rad. every other round, 3d6 damage); SD nil; SZ L (8'); ML 12; XP 270.

14. Winter Wolf Cave. The domesticated winter wolves serving the frost giants use this chamber as a lair. If the giants have not been alerted, eight wolves will be here (see lair note on page 34 for details). If the giants have been alerted, this cave will be empty.

15. Frost-giant Barracks. The frost-giant warriors (both males and females) share this large cavern. In addition to the 30 raiders and their personal belongings, the chamber has tents and beds, fire pits, extra boulders and spears, and the individual wealth of the giants. This wealth totals 1d10×100 gp each.

If the raiders have not been alerted to the PCs' invasion of the caves, 20 of the giants will be in this chamber. They will be lounging around, sleeping, repairing armor and weapons, talking, playing games, or engaged in some other lazy activity. If the raiders do know their caves have been invaded, half of the giants will take up defensive positions in location 12 while the other half advances to the great hall (location 21) to defend Odifal.

16. Prison. The frost giants keep prisoners in this stockade. If kindred were captured as a result of "Event Three," then they will be placed in this chamber. Their armor and weapons will be stored in the treasure cave (location 13). Currently, there are no other prisoners being kept by the giants. The stockade is extremely tough. A successful bend bars roll is needed to break free, and the complex lock requires an open lock roll made with a -25% penalty.

17. Cooking Chamber. Large pots of stew and dozens of spits of roasting meat are constantly cooking in this warm, wonderful-smelling chamber. Two ogre females are usually here, preparing food or monitoring the cooking fires. These ogres are part of Krug's tribe, and they take turns working in the frost giants' kitchen. Winter wolf pups roam among the cooking fires, sometimes bothering the ogres for scraps of food or bones to gnaw on. The pups do not fight, but instead run away if threatened.

If the giants have been alerted, this area will be deserted.

18. Provisions. Frozen slabs of meat and even whole carcasses (mostly deer and moose) fill this cold chamber. The giants conduct periodic hunting forays when the provision cave needs to be stocked. The cave is currently filled as the giants recently completed a hunt.

19. Temple. The frost-giant shaman lives in this cave that doubles as a temple for the raiders. The shaman administers to the spiritual needs of the raiders, and also serves as adviser to Odifal.

If the giants have not been alerted, there is a 50% chance that the shaman will be in this chamber. If gone, he will be in the great hall (location 21).

If the giants have been alerted, he will be at Odifal's side in the great hall (location 21).

The holy items, decorations, and personal treasure of the shaman total 16,921 gp.

20. Cave of the Dragon Slayers. Daress and Kandoz, the dragon slayers, are currently living in this cave. They keep it much warmer than the rest of the caverns with many blazing fire pits.

If the giants have not been alerted, the dragon slayers will be in the cave. They will not give up their lives in a foolish or futile effort. They will, however, immediately launch attacks that give them the best chance to win or escape. If needed, Kandoz will remain behind to give Daress a better chance to escape.

If the giants have been alerted, especially if dragon invaders have been seen, the dragon slayers split up. Daress takes a position beside Odifal and his shaman (location 21). Kandoz goes to lead the frost giants at location 12. See these locations for more details.

The PCs can find pieces of spare dragon slayer armor in this cave, as well as the personal wealth of the slayers. Their treasure totals 8,250 gp in small gems.

21. The Great Hall. The frost giants use this gigantic chamber as a meeting hall and common room. Odifal has a throne set up here, with a great table for his chief advisers. Scattered across the table are a number of scrolls.

Chained to each side of the throne is a juvenile white dragon. Odifal captured them right after they hatched and has raised them as guard creatures. Unlike the more civilized dragons of the Io's Blood Isles, these white dragons have been raised without the instruction other young dragons receive. Instead, they are primitive savages, with as much in common with the Io's Blood dragons as the humans of Io's Blood have with the dragon slayers. They are loyal to Odifal, and will even battle other white dragons if Odifal commands it (see "Event Five").

If the giants have not been alerted, there is a 50% chance that Odifal will be here or in his living chamber (location 22). He will probably be warned of intruders by the white dragons.

If the giants are alerted, Odifal will make his stand in this chamber with 10 giants from area 15, the shaman, and Daress the dragon slayer.

There is a double ballista (as in area 12) set up beside Odifal's throne. Odifal can fire it before any enemy gets close enough to engage in melee combat (THAC0 7). Most of the warrior giants will fight to the death.

Daress fights to the best of her ability until it becomes obvious that the giants are going to lose. Then, at the first opportunity, she beats a hasty retreat through one of the secret doors.

Two secret passages lead out of the chamber.

One connects to the ogre caves (location 5). The other leads to the surface, exiting in the Glacianta wilderness. The scrolls, if recovered, are letters to Odifal from other frost-giant chiefs. If the PCs can read the frost-giant language, they discover that the letters contain agreements from the other chiefs to send war ships and warriors to Io's Blood to assist Odifal in his upcoming war against the dragons.

Juvenile White Dragons (2): Int Low (5); AL CE; AC 1; MV 12, Fl 40 (C), Br 6, Sw 12; HD 11; hp 58, 45; THAC0 9; #AT 3 + special; Dmg 1d6/ 1d6/2d8; SA breath weapon once every 3 rounds (4d6+4 damage); SD immune to cold, ice walking; SZ H (24' base); ML 15; XP 8,000.

22. Odifal's Chamber. Odifal and his three mates live in this chamber. The chamber is richly furnished in a combination of frost giant and dragon finery. Some has been imported from the frost-giant lands. The rest was plundered from the dragon clans.

If the giants have not been alerted, Odifal is 50% likely to be here.

If the giants have been alerted, only the female giants are here. The mates fight as fiercely as any other frost giant.

Odifal's personal treasure is worth 16,682 gp.

Frost-giant Females, Odifal's Mates (3): Int Avg (9); AL CE; AC 5; MV 12 (15); HD 13; hp 64, 59, 52; THAC0 8; #AT 1; Dmg 10-17 (1d8+9); SA +9 to damage; SD immune to cold; SZ H (20'); ML 12; XP 4,000.

Event One: A White Dragon's News

Mykell takes the PCs to meet with the visiting white dragon. If Snowfire survived from the previous adventure, then he is the white dragon who has come bearing news. If not, DMs should feel free to change the dragon's name and personality.

Once greetings (and introductions) have been exchanged, Snowfire speaks.

"I was flying near the coast of Glacianta, following a herd of deer across the frozen plains. It was the southeast coast, still in the Frostwind Domain but far from any settlements. I banked wide, preparing for my attack dive, when I noticed a vessel closing on the coast. My first thought was how stupid vassals can be. They were going to crash into the cliffs and sink and no one would ever know what happened. I started to change my direction, intending to warn them back to safer seas. That's when I realized it was no vassal ship—it was a frost-giant longboat!"

"I found a place to perch atop the cliffs so that I could watch the invaders wreck their boat in those treacherous waters. That never happened, though. Instead, it sailed through the rocks and reefs and entered a great crack in the cliff wall. I think that's where they hide. I can lead you to it."

Snowfire answers any questions the PCs have about the region, the cliffs, the longboat, and the leaders of the Frostwind clan. He lowers his head if questioned about his clan, for the leaders of the clan dismissed the news with nervous indifference. He hopes that the Council won't do the same.

Mykell asks the dragon PCs what they think. If they volunteer to check out Snowfire's story, proceed with the adventure. If they don't volunteer, Mykell reminds them how much trouble the frost-giant raiders have caused over the years. She asks them to take on this one last mission before they return to their clans.

Event Two: The Shore of Glacianta

Snowfire leads the dragon PCs and their kindred to the frozen cliffs of Glacianta's southeast shore. If the PCs want to scout out the area, reveal the information that follows as they explore the cliffs. If they decide to fly directly into the great crack,



then proceed with the encounter descriptions presented in the "Lair of the Frost Giants" section. If the PCs decide on the direct approach, Snowfire does not follow them. He agrees to wait outside, but he has no intention of fighting the frost giants—especially in their lair. That's the job of the Council's representatives.

The dragon PCs can easily spot four openings in the cliff side relatively close to one another. The obvious entrance is the great crack. The waters of the Ice Sea actually flow into this opening, and it is evident that a giant longboat can navigate the passage. Two smaller cave mouths can be spotted farther along the cliff face. Inclined ledges surround these openings, providing foot paths up the side of the cliff to the land above. Tracks in the permafrost indicate that a number of small, human-sized creatures regularly travel along these ledges. The dragons are too large to use these openings in their natural forms, but the kindred can easily enter them. The last opening is wide and high, easily able to accommodate the dragons. It also has a ledge leading up to the plains of Glacianta.

If the dragons decide to send their kindred in to scout the lair, use the encounters presented in the "Lair of the Frost Giant" section and go on to "Event Three." If the dragons decide to enter the caves through one of the openings, use the same encounters. Remember, if they don't use their kindred as scouts, they must decide if the kindred will wait outside or accompany them in.

Event Three: Kindred Captured!

If the dragons send the kindred into the caves to scout the territory, then this event takes place. How it happens depends on the actions of the kindred and the path they take, as well as the decisions made by the DM. At some point in their exploration, the inhabitants of the caves will overpower (or even kill) the kindred. Instead

of killing the characters, however, the results knock them unconscious (though they could be badly hurt). They are then presented to the giants as captives.

The captured kindred are placed in location 16. While it is possible for them to escape on their own, by making them prisoners the dragon PCs have another reason for entering the caves and confronting the frost giants.

Event Four: Unleashing the Remorhaz

If the giants are unable to slow down the advance of the dragon PCs through the caves, they have an emergency plan. They will only use this option if they are being beaten by the dragons. One giant runs over to the thin ice wall marked A in location 12. Using his great battle axe, the giant smashes the ice. This opens a passage between the giants' caves and the lair of the pair of remorhaz (location 11).

Once the ice wall collapses, the remorhaz have free access to the giants' caves. Being curious and hungry, they pass through the opening to search out the source of the smells and sounds they sense. In most cases, the dragon PCs will be farther into the caves when the remorhaz are set free.

A number of rounds after the wall comes down, the remorhaz reach the PCs and attack them from behind. To determine how many rounds, subtract 12 from the number of the location the PCs are currently in, then roll 1d6. The total equals the number of rounds until the remorhaz reach their location. For example, when the giants knock open the wall, the PCs are in location 17 battling the ogre cooks. $17 - 12 = 5$. The DM rolls a 2 on 1d6. $5 + 2 = 7$. The remorhaz join the battle in 7 rounds.

If the PCs enter the lair through location 11, the remorhaz will not be available for later use—at least not in the manner presented above.

Event Five: The Final Battle

At some point, the dragon PCs encounter Odifal and his best warriors. Ideally, this battle occurs in the great hall (location 21), but it could occur elsewhere depending on how the adventure plays out. In most cases, the PCs will face Odifal, his pair of white dragons, the frost-giant shaman, half of the dragons from location 15, and at least one dragon slayer. Other members of Odifal's camp may be present as well, including his mates from location 22 or winter wolves.

Odifal leads this battle as intelligently as possible. He uses his allies to best advantage, seeking to take down the strongest dragons with superior numbers while the others are kept busy for as long as possible. He fires the ballista beside his throne personally, and he needs to roll a 7 to hit AC 0.

If it appears that his forces cannot defeat the PCs, Odifal attempts to escape through one of the secret passages. In the end, however, unless he wins a total victory, Odifal should go down fighting—in as dramatic a manner as possible.

Concluding the Adventure

The adventure should end with the dragon PCs defeating the frost-giant raiders and their chief, Odifal. Some of the giants could escape into the icy wilderness, but Odifal should go down in a blaze of glory. His death should be a hard-fought victory for the dragon PCs, but a satisfying end to this adventure.

At least one of the dragon slayers should also escape to become a recurring villain in future adventures. Daress is the best choice, but Kandoz can work nearly as well in this role.

As the adventure comes to a close, the PCs should know that a frost-giant armada is bearing down on Glacianta. The DM needs to work up a continuation to this adventure wherein the dragon PCs attempt to rally the dragons of clans Frostwind and Corum. Only with the help of these clans can

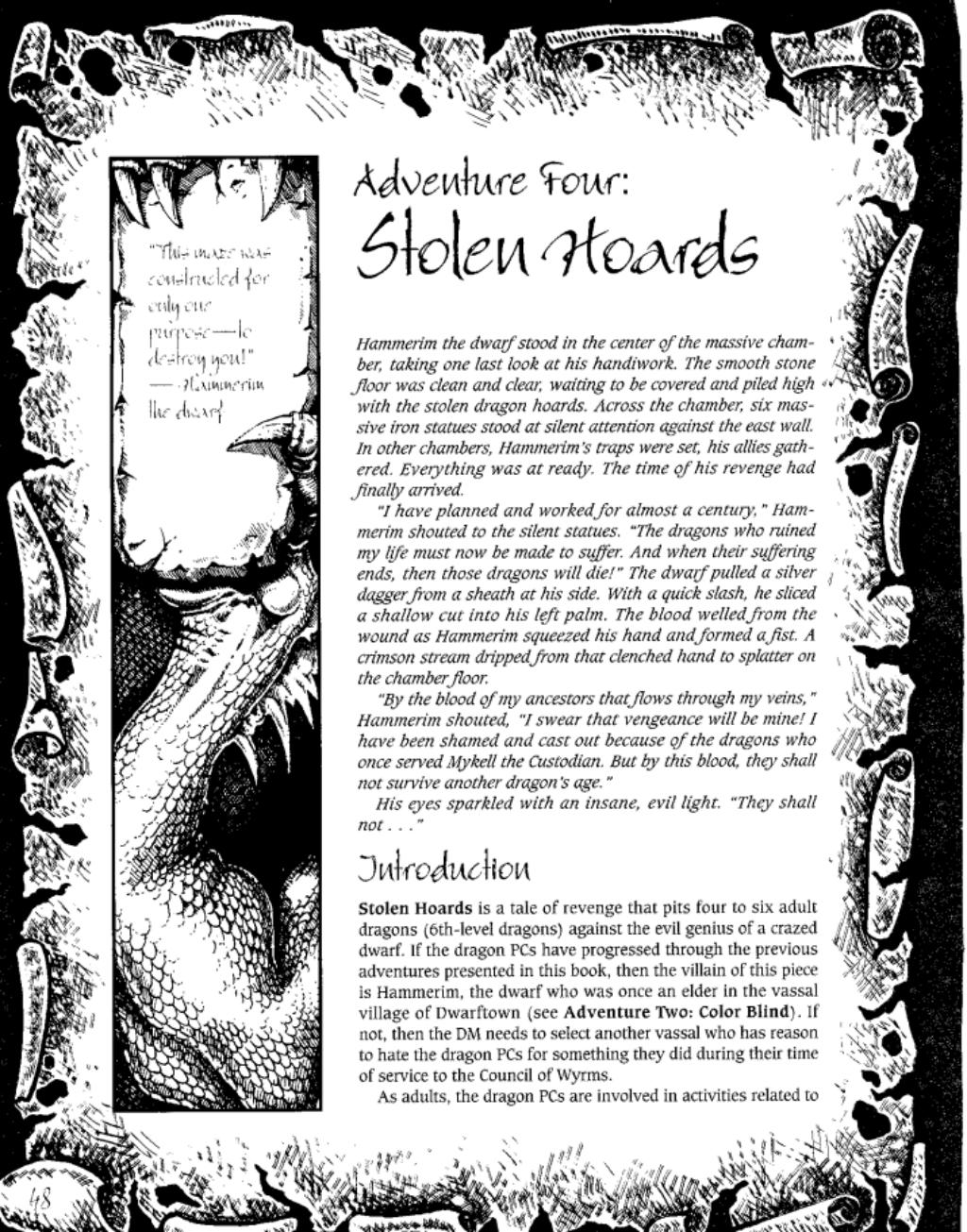
the PCs hope to turn back the invaders. They may even seek help from the Council, participating in a meeting to convince the dragon clans of the coming danger.

How this proceeds depends on what the DM wants to do and how much of this war he or she wants to incorporate into the campaign.

Awarding Experience

In addition to experience earned for defeating monsters, the dragon PCs should receive story awards based on how well they were role-played and how successfully they completed the adventure. These awards should range from 50,000 to 150,000 XPs.





Adventure Four: Stolen Hoards

"This maze was constructed for only one purpose—to destroy you!"
—Hammerim
the dwarf

Hammerim the dwarf stood in the center of the massive chamber, taking one last look at his handiwork. The smooth stone floor was clean and clear, waiting to be covered and piled high with the stolen dragon hoards. Across the chamber, six massive iron statues stood at silent attention against the east wall. In other chambers, Hammerim's traps were set, his allies gathered. Everything was at ready. The time of his revenge had finally arrived.

"I have planned and worked for almost a century," Hammerim shouted to the silent statues. "The dragons who ruined my life must now be made to suffer. And when their suffering ends, then those dragons will die!" The dwarf pulled a silver dagger from a sheath at his side. With a quick slash, he sliced a shallow cut into his left palm. The blood welled from the wound as Hammerim squeezed his hand and formed a fist. A crimson stream dripped from that clenched hand to splatter on the chamber floor.

"By the blood of my ancestors that flows through my veins," Hammerim shouted, "I swear that vengeance will be mine! I have been shamed and cast out because of the dragons who once served Mykell the Custodian. But by this blood, they shall not survive another dragon's age."

His eyes sparkled with an insane, evil light. "They shall not . . ."

Introduction

Stolen Hoards is a tale of revenge that pits four to six adult dragons (6th-level dragons) against the evil genius of a crazed dwarf. If the dragon PCs have progressed through the previous adventures presented in this book, then the villain of this piece is Hammerim, the dwarf who was once an elder in the vassal village of Dwarftown (see **Adventure Two: Color Blind**). If not, then the DM needs to select another vassal who has reason to hate the dragon PCs for something they did during their time of service to the Council of Wyrms.

As adults, the dragon PCs are involved in activities related to



their own individual pursuits and the goals of their clans. While they have probably adventured together a few times over the last 75 years, the concerns of the Council have not been high on any of their agendas.

Now they must join together once again to deal with the consequences of past actions. An enemy from the past has set a plan into motion that will hurt—and very possibly kill—the dragon PCs. Be aware: This is an extremely tough adventure. Even the strongest adult dragons will be hard pressed to survive the encounters that await them in this adventure. Only by working together and thinking things through can the PCs hope to survive the trap that Hammerim has set for them.

Overview

After the dragon PCs exposed Hammerim's schemes in Dwarftown, the elder dwarf lost his position of authority and was cast out of the village. On that day, the dwarf swore he would eventually find a way to get his revenge on Mykell's servants.

More than 90 years have passed since events unfolded in Dwarftown (as detailed in **Adventure Two: Color Blind**). In that time, Hammerim has been busy planning and implementing the means of his revenge. Using the wealth he had hidden outside the village in case of an emergency, the dwarf purchased what he needed to start work on his grand plan. Now the time has come for the plan to finally be set into motion.

On one of the small islands off the northwest coast of Rockshore, Hammerim has established a base, built into the side of a mountain. Helping him construct it over the years have been two natural enemies of the dragons—a clan of duergar and a band of drow. With their assistance, Hammerim has filled a series of caverns with traps designed to weaken and ultimately kill a group of dragons. The duergar provided the muscle, the drow the magic. The duergar worked for the promise of wealth and for the pleasure that harming the dragons will give them. The drow coveted

the magical items waiting in the dragons' hoards. Hammerim wants none of these things. All he wants is to ruin the dragons who have ruined his life—and then kill them.

The caverns, which Hammerim calls his "death maze," have been completed and stocked with all manner of dangerous foes and deadly traps to throw at the dragons. All Hammerim needed was a lure to bring the dragon PCs to his underground maze. With the help of duergar thieves, Hammerim stole a portion of each dragon PC's bonded hoard. The total stolen from each PC equals 40,000 gp plus 10,000 to 60,000 gp additional ($1d6 \times 10,000$). The theft of the hoards happens before the start of the adventure, and there is nothing the PCs can do to stop them.

The thefts occur simultaneously, thanks to the many duergars in Hammerim's service. When the PCs realize that their hoards have been robbed, they can discover a single clue that leads them to contact each other. Only by comparing the separate clues can they determine where they must go to recover their hoards.

After that, the PCs travel to the small island off the coast of Rockshore. Items that each PC recognizes as a portion of their bonded hoards lie scattered at the mouth of a cave. The cave mouth appears to be natural, and it leads deep into the interior of an unnamed mountain. Inside the mountain, Hammerim's death maze awaits them.

Inside the maze, the PCs must battle their way past a variety of deadly foes. These foes include elementals, bulettes, duergar ballistae crews, and drow wizards. Except for the drow and duergar, all of the creatures within the maze have been charmed or otherwise enchanted to remain in their chambers and attack the dragon PCs on sight. Finally, they must face Hammerim and his iron golems in order to reclaim their stolen hoards.

Starting the Adventure

Inform each Dragon PC that a portion of his or her bonded hoard is missing. An extensive search turns up only one clue. Each PC finds a single

chunk of stone, obviously cracked off a larger stone tablet. When a dragon PC touches one of the chunks of stone, a single word appears in glowing letters upon its smooth face. The word is "Dwarfstown." The stones radiate magic, but nothing else can be learned by examining a single chunk of stone.

If the PCs recognize the name of the vassal village they once adventured in, they should realize that more can be learned by contacting each of the dragons who once served the Council custodians. In fact, each of the dragons have had from 50,000 to 100,000 gp worth of treasure stolen from their bonded hoard, and each of them has found a single chunk of stone. If they meet, the stones can be fitted together to recreate the tablet they were broken from. Once fitted together, the stones glow with enchantment and magical words scroll across the smooth face.

"Come to the smallest island off Rockshore's northwest shore," the magical words read. "There you will find what you have lost."

The dragon PCs can find the island without trouble. Even the entrance to the caverns has been marked for them to discover with little effort. The real trouble begins when they reach the cavern entrance. Turn to "Hammerim's Death Maze" and go to location 1. (The map for this adventure is on pages 52 and 53.)

Thing to Know . . .

Here are the facts about, the motivations of, and statistics for the major villains appearing in this adventure. These include Hammerim the dwarf, Kolar and his duergar, and Zoberraz and her drow.

... About Hammerim the Dwarf

Hammerim designed the death maze caves and labored to construct them over the last 90 years. His hatred for the dragon PCs has intensified over the decades, growing to the point where he has become obsessed with getting his revenge. Once he was in love with the finer things in life, and

that was his downfall. His obsession in those days was for precious gems, and his illegal dealings with the green dragons helped fill his coffers. When the dragon PCs helped expose his illegal activities, Hammerim was ruined.

The dwarf elder was stripped of his rank and station, then cast out of the clan. He was no longer welcome in the Majyst Domain. Hammerim gathered his hidden store of wealth from the forest and departed to plan his revenge on the young dragons who destroyed his life. With nowhere to go, Hammerim drifted from island to island. He frequently communed with the humanoid races, fostering friendships of a sort with kobolds, orcs, and others. Near the end of his first decade in exile, Hammerim met Zoberraz the drow.

Hammerim lived with the drow for a time, sequestered in one of their hidden lairs among the Io's Blood Isles. With Zoberraz's help, the dwarf developed his hatred and vague musings into a solid plan for revenge. Together they located an island where they could build the dwarf's death maze, and it was Zoberraz who convinced a duergar clan to perform the work.

Over the years, Hammerim has dreamed of only one thing—revenge. He has memorized the names and features of the dragons who ruined him, and has spent time and wealth learning everything he can about them. His hatred drives him to desperate acts, and he has given much to construct the death maze. Nothing he currently possesses or will ever possess is his. The only thing he truly owns is the hatred that burns in his heart.

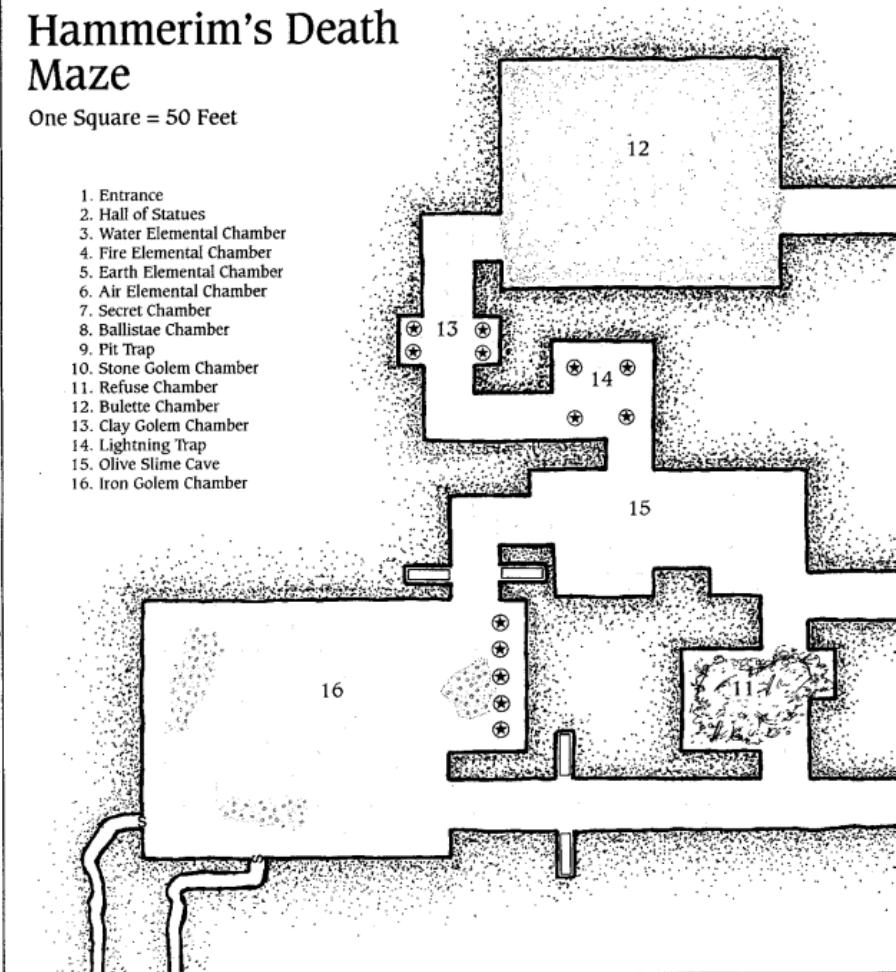
In the end, no matter how bad the situation may appear, Hammerim will remain to battle to the death. It is all he has left to look forward to—the destruction of the dragons he hates, or his own death at their claws. Either way, he will attain his just reward.

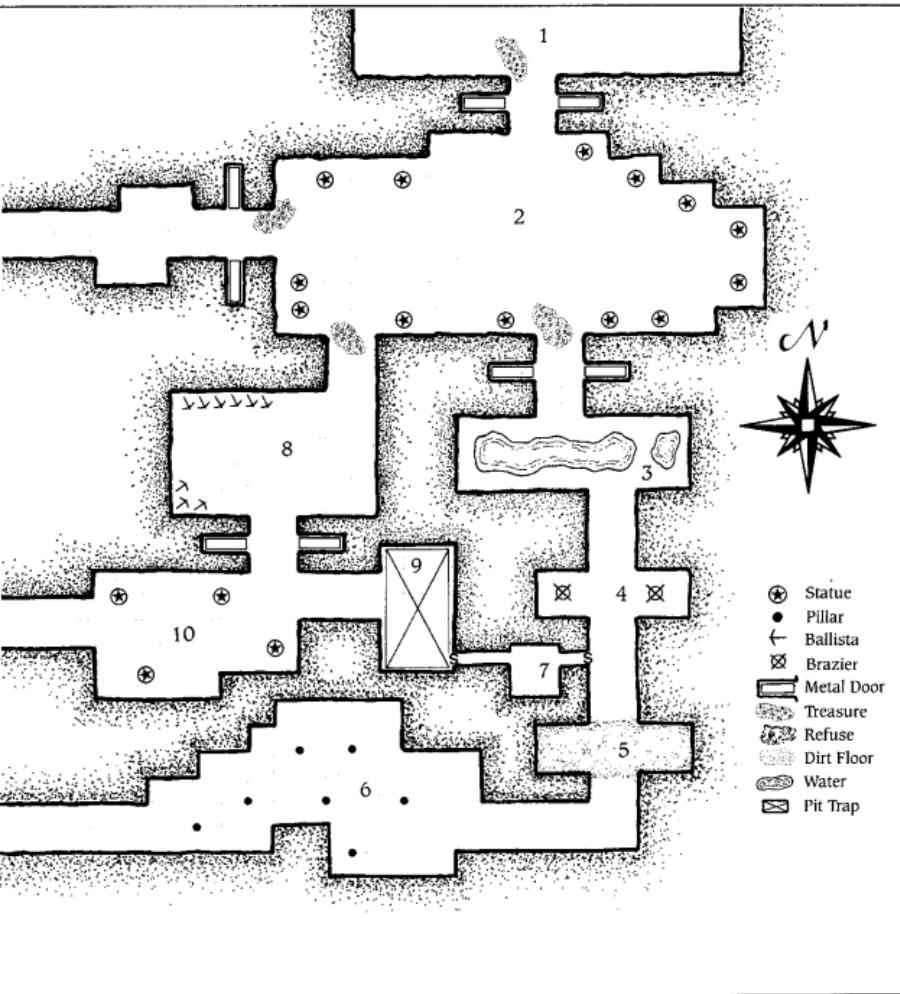
In addition to *plate mail +3* and a *battle axe +2*, Hammerim carries the following magical items: three potions of *extra healing*, one potion of *fire giant strength (+10 damage)*, and one potion of *invulnerability (-2 AC, +2 saves, kindred can hit only with magical weapons)*. He drinks the latter

Hammerim's Death Maze

One Square = 50 Feet

1. Entrance
2. Hall of Statues
3. Water Elemental Chamber
4. Fire Elemental Chamber
5. Earth Elemental Chamber
6. Air Elemental Chamber
7. Secret Chamber
8. Ballistae Chamber
9. Pit Trap
10. Stone Golem Chamber
11. Refuse Chamber
12. Bulette Chamber
13. Clay Golem Chamber
14. Lightning Trap
15. Olive Slime Cave
16. Iron Golem Chamber





two potions just before the dragon PCs enter location 16 (both work normally). Hammerim's statistics without the potions are given in parentheses.

Hammerim, Male Dwarf: AL LE; AC -2 (0); MV 6; F13; hp 104; THAC0 7 (9); #AT 2; Dmg 1d8+12 (1d8+2) (*battle axe* +2); SA nil; SD +2 saves/kin-dred can hit only with magical weapons (potion), +4 save vs. poison, wand, spell; SZ S (4'4"); ML 16. Str 15, Dex 9, Con 15, Int 13, Wis 10, Cha 14.

... About Kolar and the Duergar

Kolar leads a band of 40 duergar. The leader and his band have pledged themselves to helping Hammerim gain revenge against a group of dragons (the dragon PCs). They have labored many decades to construct the death maze. The duergar provided the muscle, while the drow contributed the magic.

For the promise of a significant portion of the treasure hoard of six adult dragons, the duergar have agreed to continue aiding Hammerim. They have taken up strategic positions within the death maze, as indicated in the location descriptions to come.

If more than two-thirds of the duergar are destroyed in the battles, or if Kolar himself falls, the remaining duergar flee.

Kolar, Male Duergar: AL LE; AC 1; MV 6; F6; hp 48; THAC0 15; #AT 1; Dmg 1d4+3/1d4+2 (*warhammer* +1, Strength) or 1d6+3/1d8+3 (*short sword* +2, Strength); SA *enlarge ment, invisibility*; SD surprised only on a 1 on 1d10, -2 to opponents' surprise rolls, immunities (poisons, paralysis, illusions/phantasms), +4 save (death, wands, spells); SZ S (4'); ML 13; XP 1,400. Str 17, Dex 12, Con 16, Int 12, Wis 7, Cha 11.

Duergar Warriors (40): AL LE; AC 4; MV 6; F3+6 hp; hp 25 each; THAC0 17; #AT 1; Dmg 1d6/1d8 (*short sword*); SA *enlarge ment, invisibility*; SD surprised only on a 1 on 1d10, -2 to opponents' surprise rolls, immunities (poisons, paralysis, illusions/ phantasms), +4 save vs. magical attack; SZ S (4'); ML 13; XP 975.

... About Zoberraz and the Drow

Zoberraz and her drow warriors have been working behind the scenes in the draconic isles for many years. While not powerful enough to take direct action against the dragon domains, the drow have been able to score small victories. Most of these victories have come in the form of stolen treasure. Zoberraz is especially interested in the magical items the dragons love to collect.

As a fighter/mage, Zoberraz is a powerful drow. She wears the enchanted black chain mail typical of the dark elves, and wields a magical dagger and short sword of the same ebony metal. She possesses a *stone of controlling earth elementals*, a *censer controlling air elementals*, a *bowl commanding water elementals*, and a *brazier commanding fire elementals*. She uses these to summon and control the elementals the PCs encounter in the death maze.

The drow leader sees Hammerim as an opportunity to finally strike a significant blow against the dragons. If the maze works, it can be used to destroy more dragons in the future. If it fails, only time and an obsessed dwarf will be lost. Zoberraz believes that she and her drow warriors can escape if the dragons prove to be too powerful for the maze to contain.

Zoberraz carries herself with an air of sedate malice. She is thoroughly evil, and she hates the dragons almost as much as Hammerim does. Her hatred extends to all dragons, however, whereas Hammerim hates a select few (the dragon PCs). While Zoberraz will fight the PCs, she does not go out of her way to put herself or her followers in danger. She uses her magic to best advantage, then sits back in the shadows to see what develops.

Zoberraz, Female Drow: AL CE; AC -2; MV 12; F11/W12; hp 52; THAC0 10; #AT 2/3; Dmg 1d4+2/1d3+2 (*dagger* +2), 1d6+4/1d8+4 (*short sword* +4); SA *dancing lights, faerie fire, darkness, levitate, know alignment, and detect magic* once per day; SD surprised only on a 1 on 1d10; MR 72%; SZ M (5'3"); ML 14. Str 13, Dex 18, Con

12, Int 17, Wis 14, Cha 17. Spells: 1st level—*burning hands, chill touch, jump, spider climb*; 2nd level—*blur, invisibility, mirror image, strength*; 3rd level—*dispel magic, fireball, fly, vampiric touch*; 4th level—*dimension door (x3), ice storm*; 5th level—*cloudkill, dismissal, teleport, wall of force*; 6th level—*project image*.

Drow Warriors (30): AL CE; AC 4; MV 12; F5; hp 36 each; THAC0 16; #AT 1; Dmg 1d6+1/1d8+1 (*short sword +1*); SA *dancing lights, faerie fire, darkness, levitate, know alignment, and detect magic* once per day; SD only surprised on a 1 on 1d10; MR 60%; SZ M (5'); ML 14; XP 650.

Hammerim's Death Maze

Hammerim's death maze (found on pages 52 and 53) is built into the side of a mountain on one of the islands off Rockshore's northwest coast. All the passages and portals can accommodate even the largest adult dragons, though some of them will find the caves claustrophobic. The ceilings are low, barely 150 feet high, making it nearly impossible to fly and completely impossible to engage in aerial combat of any sort. Location descriptions of the maze are presented below.

1. Entrance to the Maze. Read the following to the PCs:

Searching the island, you eventually find items from your stolen treasure hoards scattered in front of an opening into the side of a mountain. There are just enough pieces from each of your hoards to identify, but nowhere near the total amount stolen from you. The items form a trail into the cave. It is impossible to tell if they were dropped there by accident or if they were deliberately placed to attract your attention.

About 1,000 gp of each dragon PC's bonded treasure hoard lies scattered in front of the entrance to the death maze. If any of the dragon PCs decide to examine the cave opening, they can

spot the concealed metal doors hidden in the walls on a successful dragon senses check (see "Special Abilities" in Book One: Rules).

If they do spot the metal doors, there isn't much the dragons can do about them. Once all of the dragons step into the cave (location 2), the duergar watching from the narrow tunnels running throughout the thick cavern walls release the doors. They slam shut with a resounding clang of finality.

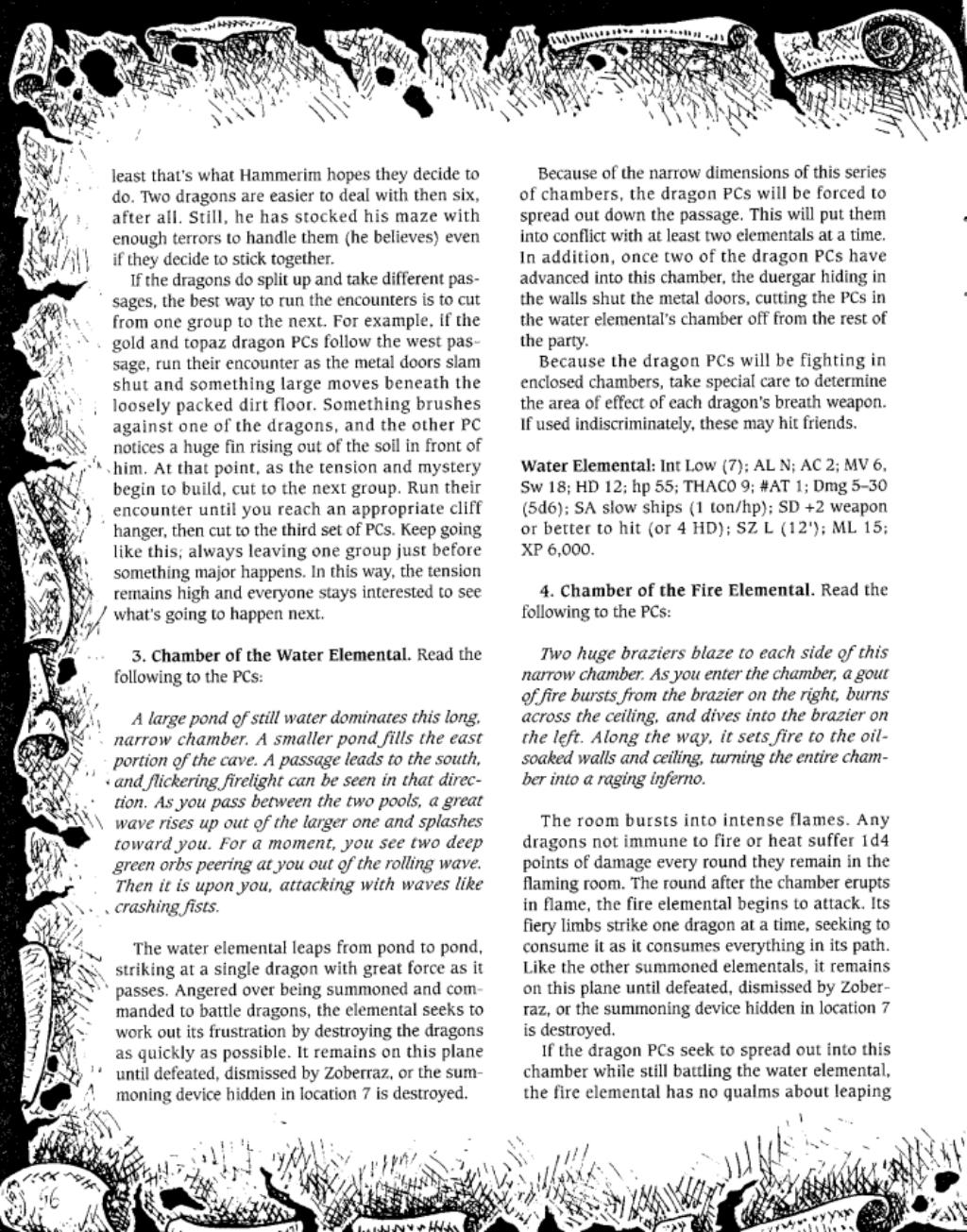
The metal doors are extremely strong, with reinforced frames and sturdy locks. In addition, they are also *wizard locked*, making it very difficult for the dragon PCs to retreat—even if they wanted to. The solution to this puzzle and trap lies in front of them, at the end of the twisting caverns.

2. Hall of Statues. Read the following to the PCs:

This oddly shaped cavern was definitely carved out of the mountain's solid interior. The walls have sharp corners and smooth finishes, and the floor and ceiling are flat and polished. Great statues line the walls. Each statue is humanoid in shape, standing about 20 feet tall. They are crafted from stone or metal, standing silently and staring into the center of the chamber. Three passages lead out of the entrance hall. More items from your treasure hoards spill across the stone floor and into each dark passage.

The stone and metal statues are not enchanted or threatening in any way. If the dragon PCs examine them closely, they might recognize these statues as huge representations of dwarves. Or they might mistake them as life-size carvings of giants.

Items from each dragon PC's bonded hoard worth the equivalent of 500 gp can be found leading into the three passages. The items have been carefully separated so that items from two dragons are scattered in front of each passage. The implication is that the dragons should each take the passage where they find their bits of treasure—at



least that's what Hammerim hopes they decide to do. Two dragons are easier to deal with than six, after all. Still, he has stocked his maze with enough terrors to handle them (he believes) even if they decide to stick together.

If the dragons do split up and take different passages, the best way to run the encounters is to cut from one group to the next. For example, if the gold and topaz dragon PCs follow the west passage, run their encounter as the metal doors slam shut and something large moves beneath the loosely packed dirt floor. Something brushes against one of the dragons, and the other PC notices a huge fin rising out of the soil in front of him. At that point, as the tension and mystery begin to build, cut to the next group. Run their encounter until you reach an appropriate cliff hanger, then cut to the third set of PCs. Keep going like this; always leaving one group just before something major happens. In this way, the tension remains high and everyone stays interested to see what's going to happen next.

3. Chamber of the Water Elemental.

Read the following to the PCs:

A large pond of still water dominates this long, narrow chamber. A smaller pond fills the east portion of the cave. A passage leads to the south, and flickering firelight can be seen in that direction. As you pass between the two pools, a great wave rises up out of the larger one and splashes toward you. For a moment, you see two deep green orbs peering at you out of the rolling wave. Then it is upon you, attacking with waves like crashing fists.

The water elemental leaps from pond to pond, striking at a single dragon with great force as it passes. Angered over being summoned and commanded to battle dragons, the elemental seeks to work out its frustration by destroying the dragons as quickly as possible. It remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

Because of the narrow dimensions of this series of chambers, the dragon PCs will be forced to spread out down the passage. This will put them into conflict with at least two elementals at a time. In addition, once two of the dragon PCs have advanced into this chamber, the duergar hiding in the walls shut the metal doors, cutting the PCs in the water elemental's chamber off from the rest of the party.

Because the dragon PCs will be fighting in enclosed chambers, take special care to determine the area of effect of each dragon's breath weapon. If used indiscriminately, these may hit friends.

Water Elemental: Int Low (7); AL N; AC 2; MV 6, Sw 18; HD 12; hp 55; THAC0 9; #AT 1; Dmg 5-30 (5d6); SA slow ships (1 ton/hp); SD +2 weapon or better to hit (or 4 HD); SZ L (12'); ML 15; XP 6,000.

4. Chamber of the Fire Elemental.

Read the following to the PCs:

Two huge braziers blaze to each side of this narrow chamber. As you enter the chamber, a gout of fire bursts from the brazier on the right, burns across the ceiling, and dives into the brazier on the left. Along the way, it sets fire to the oil-soaked walls and ceiling, turning the entire chamber into a raging inferno.

The room bursts into intense flames. Any dragons not immune to fire or heat suffer 1d4 points of damage every round they remain in the flaming room. The round after the chamber erupts in flame, the fire elemental begins to attack. Its fiery limbs strike one dragon at a time, seeking to consume it as it consumes everything in its path. Like the other summoned elementals, it remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

If the dragon PCs seek to spread out into this chamber while still battling the water elemental, the fire elemental has no qualms about leaping

into the fray. After all, the sooner the dragons are destroyed, the sooner the elementals will be released from this plane.

The passage connecting this chamber to the next contains a secret door. The secret door leads to location 7, where Zoberraz keeps her elemental summoning devices. The dragon PCs can spot the door with a successful dragon senses roll, but the door is built to accommodate a human-sized creature.

Fire Elemental: Int Low (5); AL N; AC 2; MV 12; HD 12; hp 62; THACO 9; #AT 1; Dmg 3-24 (3d8); SA flammable objects save vs. magical fire at -2 or burn; SD +2 weapon or better (or 4 HD) to hit; SZ L (12'); ML 16; XP 6,000.

5. Chamber of the Earth Elemental. Read the following to the PCs:

The stone gives way to a dirt floor in this long, narrow chamber. As you step across the rich, loosely packed earth, you can feel it shift beneath your massive claws. Then the room rumbles and quakes, and a large, vaguely humanoid shape rises out of the earth.

The earth elemental pulls itself together from the pit of rich soil that fills this chamber. Various rocks and clumps of vegetation jut from its humanoid form. Its eyes consist of precious stones from the stolen hoards of one of the dragon PCs. If this PC is among those encountering the earth elemental, it attacks that PC first. (Assign each dragon PC a number and roll 1d6 to determine whose treasure was scattered in the soil.)

Each blow delivered by the earth elemental strikes like an earthquake. If possible, the elemental seeks to combine its attacks with the other elementals instead of fighting all of the dragon PCs by itself. PCs entering the stone corridor south of area 5, the air elemental from area 6 will join the combat. The earth elemental remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

The ceiling in the chamber drops to 100 feet. Only the smaller dragons have enough room to loft off the ground, and even then can only stay aloft for two rounds before landing for a round. Flying or levitating via spell is possible and will reduce damage taken from the earth elemental. Each die of damage inflicted by the elemental will inflict at least one hit point of damage.

Earth Elemental: Int Low (6); AL N; AC 2; MV 6; HD 12; hp 48; THACO 9; #AT 1; Dmg 4-32 (4d8); SA -2 points per die of damage vs. flying/levitating opponents; SD +2 weapon or better to hit (or 4 HD); SZ L (12'); ML 15; XP 6,000.

6. Chamber of the Air Elemental. Read the following to the PCs:

This chamber opens upward, rising to a height of 700 feet. Finally, you can actually spread your wings and fly if you so desire. However, maneuvering within this cave could be difficult, as great pillars of stone connect floor to ceiling in the chamber's center. The passage leading south is as small and cramped as the other passages you have traversed. After a moment examining the cave, you hear the rush of wind as a strong, focused blast of air smashes into you with deadly force.

The air elemental waits until one dragon takes to the air before attacking. If none of them decide to fly by the time they reach the center of the chamber, then the elemental attacks anyway. If the PCs are locked in combat with the earth elemental and enter the stone-floored passage to the south of location 5, then the air elemental joins the combat.

It remains on this plane until it is defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

Air Elemental: Int Low (7); AL N; AC 2; MV Fl 36 (A); HD 12; hp 76; THACO 9; #AT 1; Dmg 2-20 (2d10); SA +1 to hit/+4 damage against airborne

opponents, whirlwind (60' tall, 10' base, 30' top diameter; lasts one round, causing 2d8 damage); SD +2 weapon or better (or 4 HD) to hit; SZ L (12'); ML 15; XP 7,000.

7. Secret Chamber. Secret doors in the east and west walls of this chamber provide access to its hidden contents. Within this demihuman-sized chamber, with its 10-foot-high ceilings and 75-foot-wide interior, Zoberraz keeps the magical devices that summoned and control the four elementals in locations 3, 4, 5, and 6. If the dragon PCs want to reach the devices or otherwise explore this chamber, they need to somehow make themselves the size of demihumans. Remember, gold, silver, and bronze dragons have natural *polymorph self* abilities.

The devices, a *stone of controlling earth elementals*, a *censer controlling air elementals*, a *bowl commanding water elementals*, and a *brazier commanding fire elementals*, are hidden in this chamber and guarded by Zoberraz and 12 drow warriors. Zoberraz remains in this location until the dragon PCs have passed through chamber 6. Then she leaves to join Hammerim in location 16 to prepare for the final battle.

If the PCs somehow enter this chamber before facing all of the elementals, Zoberraz leads her drow against them. The moment it appears that the dragons are too tough for the small band of drow, Zoberraz orders her followers to retreat, then teleports or uses *dimension door* to reach a pre-selected spot in location 16.

8. Ballistae Chamber. A small army of 18 duergar stand ready to harry the dragon PCs. Their main weapons to accomplish this task are nine armed ballistae. Six of the massive weapons have been set up on a high platform on the north wall. The other three are on a similar platform in the southwest corner. Two duergar man each ballista.

Each ballista can hurl one projectile before it needs to be reloaded. The projectiles have a range of 960 feet and cause 3d6 points of damage against large-sized creatures or bigger. It takes

four rounds to reload a ballista. The duergar have THAC0s of 15 when firing the ballistae at dragons.

The moment a dragon PC enters this chamber, the three ballistae closest to the passage opening fire their projectiles. They immediately begin to reload on the next round, and the second three weapons fire. On the third round, the last three ballistae hurl their projectiles at any dragons still in the chamber. While all of the duergar attempt to reload their weapons for a second volley, in all likelihood they will never get the chance. As soon as one group of duergar are attacked, the rest of the ballista crews flee into the small, secret passages designed to accommodate beings no larger than demihumans.

If the dragons attempt to rush across the cave and through the south passage, they receive a rude surprise. Just before they reach the safety of the open passage, metal doors slam shut to cut off their escape. This allows all of the ballistae to get at least one shot at the dragons. The moment the duergar abandon the chamber and flee, the doors slide apart to allow passage to location 10.

9. Pit Trap. Read the following to the PCs:

This chamber appears to be a dead end, though it may provide some protection and a place to rest.

The pit trap activates as soon as one large dragon (15 HD or better) or two smaller dragons enter the chamber. Once this occurs, the floor swings open and drops the dragon or dragons 100 feet into a spike-filled pit. A dragon can make a Dexterity check with a -4 penalty to see if it can use its wings fast enough to prevent the fall. Otherwise, the dragon crashes to the bottom of the pit and takes 6d6 points of damage (from the combination of the fall, the sharp spikes, and its own massive weight).

Any dragon who survives the fall can climb out of the pit in two rounds by making two successful Strength checks. If either check fails, the dragon PC falls back into the pit, sustaining 3d6 damage on the first check, 6d6 damage on the second.

10. Chamber of the Stone Golems. Read the following to the PCs:

Four stone statues occupy positions on each of this chamber's four walls. Three dark passages lead out of the chamber, in addition to the passage that brought you to the room. Except for the statues of 20-foot-tall dwarves, the chamber is empty.

If the dragon PCs approach this chamber from any direction except the north, then the metal doors leading to location 8 are closed and *wizard locked*. If they arrive from the north, the metal doors seal behind them.

The dragon PCs can make dragon sense checks to see if they spot the *invisible* drow warrior sneaking toward location 9. The drow is attempting to reach the secret chamber (location 7) and did not realize that the dragons would be blocking his path. He imbibed a *potion of invisibility* in location 15, then started across the stone golem chamber. If the PCs notice the drow and capture him, they can learn a little about the death maze and its designer. But that will have to wait until after the stone golems have been dealt with.

As soon as two dragons enter this chamber, three of the statues begin to move. These are special stone golems, and they have been commanded to attack and destroy dragons on sight. The fourth statue is not enchanted in any way. The golems begin pounding on the nearest dragons with their massive fists, continuing to battle until Zoberraz commands them to halt, the dragons are dead, or they have been destroyed.

Like the other golems in this labyrinth, the stone golems have been specially constructed in a larger form to better fight the dragon PCs. Except for their greater size (higher Hit Dice, hit points, and damage inflicted) and the fact they are *hasted*, these golems are just like the stone golems described in the *Monstrous Manual*.

If the dragon PCs manage to capture the drow warrior, they can use various methods to convince him to cooperate—including spells, psionics, or the intimidation proficiency. He refuses to reveal much in any

case, just that the PCs are doomed. "This maze was constructed for only one purpose—to destroy you," the drow sneers. "And you have so graciously entered of your own free will." The last thing he says, no matter what methods the PCs try, is "You'll pay for Dwarftown." Only powerful psionics will make him reveal the names of Zoberraz or Hammerim.

Stone Golems (3): Int Non- (0); AL N; AC 5; MV 12 (*hasted*); HD 16; hp 104 each; THAC0 6; #AT 2 (*hasted*); Dmg 4-32 (4d8); SA permanently *hasted* (-2 initiative bonus); SD +2 weapon or better to hit; SZ H (20'); ML 20; XP 10,000.

11. Chamber of Garbage. Read the following to the PCs:

Mounds of garbage fill this chamber, and the odor of filth and decay permeate the air. To cross to the exit, you will have to wade through the refuse. In some places the piles are as deep as 30 feet. In others, the garbage pile is barely 15 feet high.

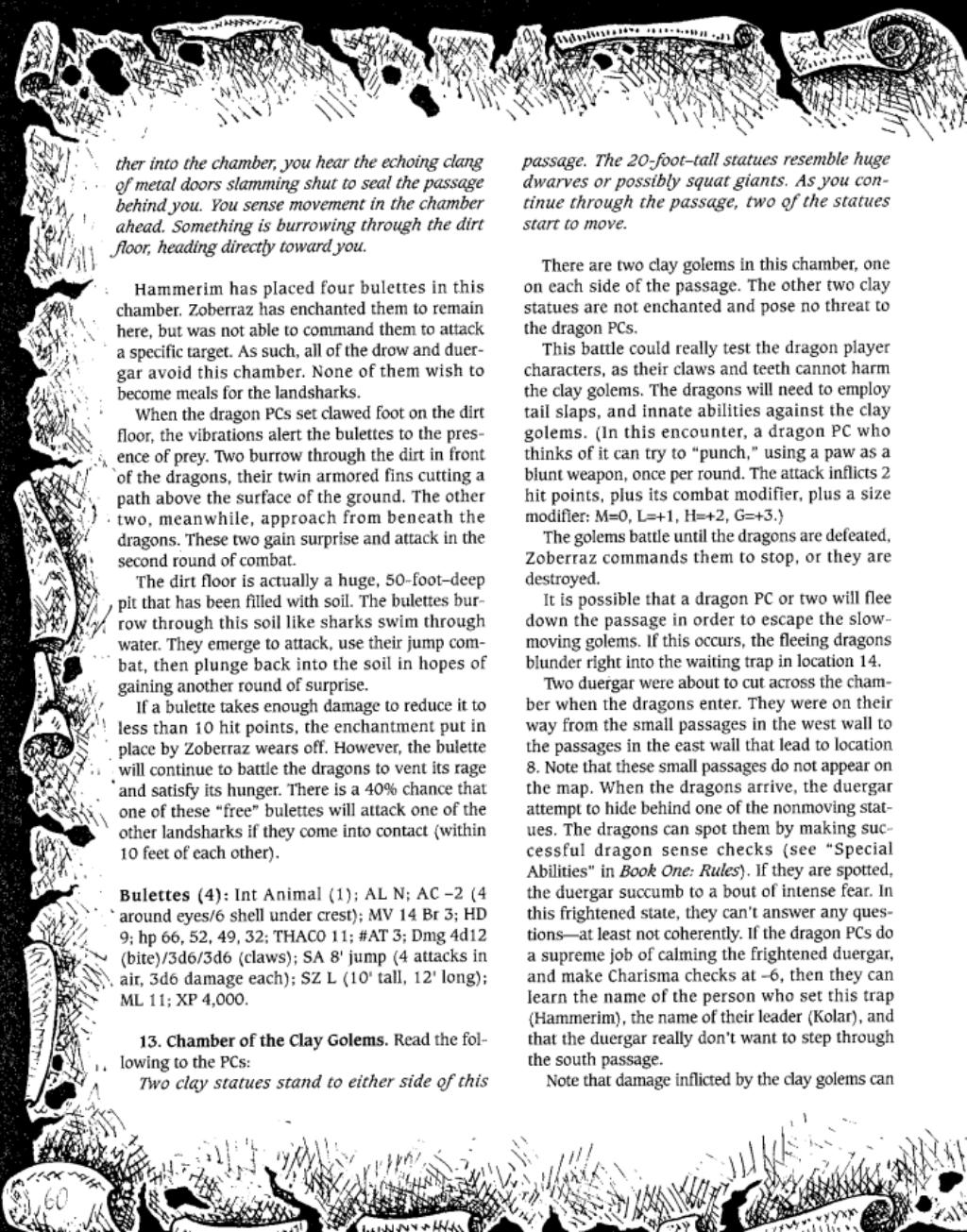
If the PCs make dragon sense checks before entering the chamber, they can spot the pair of giant slugs lying in wait among the trash. Otherwise these appear as pale gray lumps draped across mounds of garbage.

When they strike, the slugs rear up, revealing white underbellies, and spit deadly acid at a chosen target. They will spit for three rounds before closing for melee. If the dragons charge into melee, they will bite instead.

Giant Slugs (2): Int Non- (0); AL N; AC 8; MV 6; HD 12; hp 62, 53; THAC0 9; #AT 1; Dmg 1-12 (bite); SA spit acid (4d8 damage, save vs. breath weapon for half); SD immune to blunt weapons; SZ G (30'); ML 12; XP 5,000.

12. Chamber of the Bulettes. Read the following to the PCs:

A floor of hard-packed dirt replaces the smooth stone floor in this large chamber. As you move far-



ther into the chamber, you hear the echoing clang of metal doors slamming shut to seal the passage behind you. You sense movement in the chamber ahead. Something is burrowing through the dirt floor, heading directly toward you.

Hammerim has placed four bulettes in this chamber. Zoberraz has enchanted them to remain here, but was not able to command them to attack a specific target. As such, all of the drow and duergar avoid this chamber. None of them wish to become meals for the landsharks.

When the dragon PCs set clawed foot on the dirt floor, the vibrations alert the bulettes to the presence of prey. Two burrow through the dirt in front of the dragons, their twin armored fins cutting a path above the surface of the ground. The other two, meanwhile, approach from beneath the dragons. These two gain surprise and attack in the second round of combat.

The dirt floor is actually a huge, 50-foot-deep pit that has been filled with soil. The bulettes burrow through this soil like sharks swim through water. They emerge to attack, use their jump combat, then plunge back into the soil in hopes of gaining another round of surprise.

If a bulette takes enough damage to reduce it to less than 10 hit points, the enchantment put in place by Zoberraz wears off. However, the bulette will continue to battle the dragons to vent its rage and satisfy its hunger. There is a 40% chance that one of these "free" bulettes will attack one of the other landsharks if they come into contact (within 10 feet of each other).

Bullettes (4): Int Animal (1); AL N; AC -2 (4 around eyes/6 shell under crest); MV 14 Br 3; HD 9; hp 66, 52, 49, 32; THAC0 11; #AT 3; Dmg 4d12 (bite)/3d6/3d6 (claws); SA 8' jump (4 attacks in air, 3d6 damage each); SZ L (10' tall, 12' long); ML 11; XP 4,000.

13. Chamber of the Clay Golems. Read the following to the PCs:

Two clay statues stand to either side of this

passage. The 20-foot-tall statues resemble huge dwarves or possibly squat giants. As you continue through the passage, two of the statues start to move.

There are two clay golems in this chamber, one on each side of the passage. The other two clay statues are not enchanted and pose no threat to the dragon PCs.

This battle could really test the dragon player characters, as their claws and teeth cannot harm the clay golems. The dragons will need to employ tail slaps, and innate abilities against the clay golems. (In this encounter, a dragon PC who thinks of it can try to "punch," using a paw as a blunt weapon, once per round. The attack inflicts 2 hit points, plus its combat modifier, plus a size modifier: M=0, L=+1, H=+2, G=+3.)

The golems battle until the dragons are defeated, Zoberraz commands them to stop, or they are destroyed.

It is possible that a dragon PC or two will flee down the passage in order to escape the slow-moving golems. If this occurs, the fleeing dragons blunder right into the waiting trap in location 14.

Two duergar were about to cut across the chamber when the dragons enter. They were on their way from the small passages in the west wall to the passages in the east wall that lead to location 8. Note that these small passages do not appear on the map. When the dragons arrive, the duergar attempt to hide behind one of the nonmoving statues. The dragons can spot them by making successful dragon sense checks (see "Special Abilities" in *Book One: Rules*). If they are spotted, the duergar succumb to a bout of intense fear. In this frightened state, they can't answer any questions—at least not coherently. If the dragon PCs do a supreme job of calming the frightened duergar, and make Charisma checks at -6, then they can learn the name of the person who set this trap (Hammerim), the name of their leader (Kolar), and that the duergar really don't want to step through the south passage.

Note that damage inflicted by the clay golems can

be cured only by a *heal* spell cast at 17th level or greater. Mykell can arrange for such healing when (and if) the dragons return to All Clans Island.

Clay Golems (2): Int Non- (0); AL N; AC 7; MV 7; HD 13; hp 70 each; THAC0 8; #AT 1; Dmg 3-36 (3d12); SA after one round of combat can *haste* itself for three rounds once per day, wounds healed only by 17+ level priest; SD +1 blunt weapon or better to hit; SZ H (20'); ML 20; XP 6,000.

14. Lightning Trap. If the dragon PCs peer into this chamber before advancing, read the following description to them.

Four iron statues stand at silent attention in this widened passage. Two statues occupy the east alcove, two the west. The passage continues southward, apparently opening into a larger chamber somewhere in that direction.

If they walk right in (or do something to test the chamber, like tossing in one of the duergar), then read this description.

Suddenly lightning flashes from the eyes of the southwest statue. It leaps across the chamber to the opposite statue, energizing the air and crackling malevolently. When the jagged bolt reaches the second statue, it arcs to touch the others. In an instant, the room is filled with blazing, painful electricity.

This room is a trap. When any living thing reaches the center of the chamber, the statues toss lightning bolts toward each other. In an instant, any living creature within the chamber takes 6d6 points of electrical damage (save vs. breath weapon for half). A dragon that makes its saving throw can move, either forward or back the way it came. Each round a dragon PC stays in the chamber, it suffers another attack.

Any dragons that don't make the saving throw are caught in the field of charged energy. They

continue to take 6d6 points of damage each round until they make successful saving throws vs. paralyzation. Once they make the save, they can try to leave the chamber.

Dragons immune to lightning damage can stride through this trap with ease. Once all living creatures have exited the chamber (or been killed), the lightning stops arcing and the room settles down.

15. Chamber of the Olive Slime. Read the following to the PCs:

This large chamber is moist and alive with many growing things. Fungi and mold cover almost every surface, and some even drip down from the ceiling. A large mound of plant life fills a portion of the chamber's east half. After everyone has entered this area, metal doors clang shut behind you. Then the mound of plant life begins to move. . . .

This chamber contains two threats to the PCs. The first is obvious. An olive slime creature, formed from the juvenile blue dragon that serves as its host, moves toward them from the east half of the chamber. In the west half, an olive slime waits to drop from the ceiling on the first dragon to back in that direction.

The first dragon to enter the west half of the chamber receives the notice of the olive slime. It releases its tendrils and drops from its perch on the ceiling. The target must make a saving throw vs. poison to notice that the olive slime has dropped onto it. Otherwise, another dragon must make a successful dragon senses proficiency check to spot it clinging to its companion's back. If no one notices the slime, its host becomes protective of it in 2d4 hours. In 1d6+6 days, the host becomes an olive slime creature.

The olive slime creature attacks with one purpose—to infect other hosts with olive slime. There is a 10% chance per successful hit that the creature struck will be infected. Once it successfully infects a creature, it ignores that foe and concentrates on another.

Olive Slime: Int Non- (0); AL N; AC 9; MV 0; HD 2+2; hp 9; THACO 19; #AT 0; Dmg nil; SA infects host; SD harmed by acid, freezing cold, fire, *cure disease* spells, and spells that affect plants; SZ S (4' radius); ML 10; XP 420.

Olive Slime Creature: Int Animal (1); AL N; AC 9; MV 6; HD 12+2; hp 53; THACO 13; #AT 1; Dmg 4-16 (4d4); SA olive slime; SD harmed by acid, freezing cold, fire, *magic missile* spells, and spells that affect plants; SZ H (22'); ML 9; XP 2,500.

16. Chamber of the Iron Golems. *If the dragon PCs have been separated or have missed most of the maze, they will find the metal doors to the chamber sealed (even a knock spell fails). Hammerim wants the dragon PCs to explore the maze and be well worn down before the final battle, and the duergar keep him informed of the dragons' progress. However, he also wants all of the survivors assembled for his grand speech (against the advice of Zoberraz!). Only when it is time for the climax will Hammerim open the doors.*

Mounds of treasure fill large portions of this massive chamber. Coins, precious metals, gems, and other valuable items are heaped in shining piles. You can feel these items calling to you, for among them are your bonded hoards. You have found the rest of your stolen treasure!

When the PCs enter the chamber, metal doors slam shut, sealing the exit. The PCs notice a line of six iron statues standing against the east wall. Like the others elsewhere in this dungeon, these statues are 20 feet tall and resemble stern, angry dwarves.

After a moment, a voice calls out, "The time has finally come! You ruined my life, dragons of the Council! Now I will take great pleasure in ending yours!" With that, four of the statues begin to move toward you. The chamber trembles with each resounding iron footfall. They advance

slowly, their massive fists ready to strike. . . .

The moving statues are iron golems. Magical electrical attacks (including the breath weapon of a bronze dragon) will slow an iron golem for 3 rounds. Magical fire attacks (including the breath weapon of a gold dragon) will repair 1 hit point of damage for every hit die of damage it would have normally caused. All other spells have no effect on the golems. Once every 7 rounds, each golem breathes out a cloud of poison gas that fills a 10-foot cube directly in front of it.

Hammerim hides behind the south mound of treasure. After 1d4 rounds of combat have passed between the dragon PCs and the golems, he can no longer contain himself. He rushes out to take up the battle personally. As he fights, he shouts out the crimes he believes the dragons have committed against him. "You ruined everything with your interference! I lost my fortune, my livelihood! I lost my family and friends, my position, my home! I have been cast out, exiled, cut off from my clan! And it is all your fault!" Hammerim fights to the death.

Zoberraz hides behind the west mound of treasure. She is invisible and operating through her projected image, watching to see how the battle progresses (possibly protected by a wall of force), deciding whether to get involved. If the dragons attack her, she joins the fight until she can escape. She has no intention of dying in this maze. Once Hammerim attacks, Zoberraz casts spells to help him. She always positions herself for a ready escape if necessary. Only concentrated efforts by the PCs will defeat Zoberraz. Otherwise, when the moment is right (especially if Hammerim falls), Zoberraz flees.

Once the golems and Hammerim are defeated the PCs can locate the controls that open the sealed metal doors. The controls are built into the south wall. Of course, the controls are not built for manipulation by dragon claws. The PCs will have to change form or come up with a way to work the small, delicate control levers. All of the treasure stolen from them is in this chamber, with the

exception of the bits they found scattered elsewhere in the maze.

Iron Golems (4): Int Non- (0); AL N; AC 3; MV 6; HD 20; hp 110 each; THAC0 3; #AT 1; Dmg 4-48 (4d12); SA 10' poison gas cloud once/7 rounds; SD +3 weapon or better to hit; SZ H (20'); ML 20; XP 15,000.

Concluding the Adventure

With the death of Hammerim, Zoberraz flees. The enchantments and charms she put in place will slowly fade, leaving whatever remains in the maze either harmless (like the golems) or confused and seeking escape (like the elementals and charmed creatures). The dragon PCs can gather their treasure, release the locking mechanism sealing the metal doors, and make their way back to the maze's entrance.

Zoberraz and Kolar could return at a later date to provide more trouble for the dragon PCs. The drow, especially, has long-ranging plans for conquering the dragon islands. What these plans are and how they will play out are left to creative DMs to work out.

If any of the dragon PCs were infected by the olive slime (location 15), then Hammerim may still get some measure of revenge. If no one notices the presence of the slime, or if no action is taken to remove it, then the character is consumed in 1d6+6 days and becomes an olive slime creature. See the *Monstrous Manual* for more information about olive slime and olive slime creatures.

The dragon PCs have successfully worked together again. This should only boost the relationships among their respective clans. In the future, they should feel comfortable calling on each other again should the need arise.

Awarding Experience

In addition to experience earned for defeating the maze's monsters, the dragon PCs should receive story awards based on how well they were role-played and how successfully they completed the adventure. These awards should range from 50,000 to 150,000 XPs.

